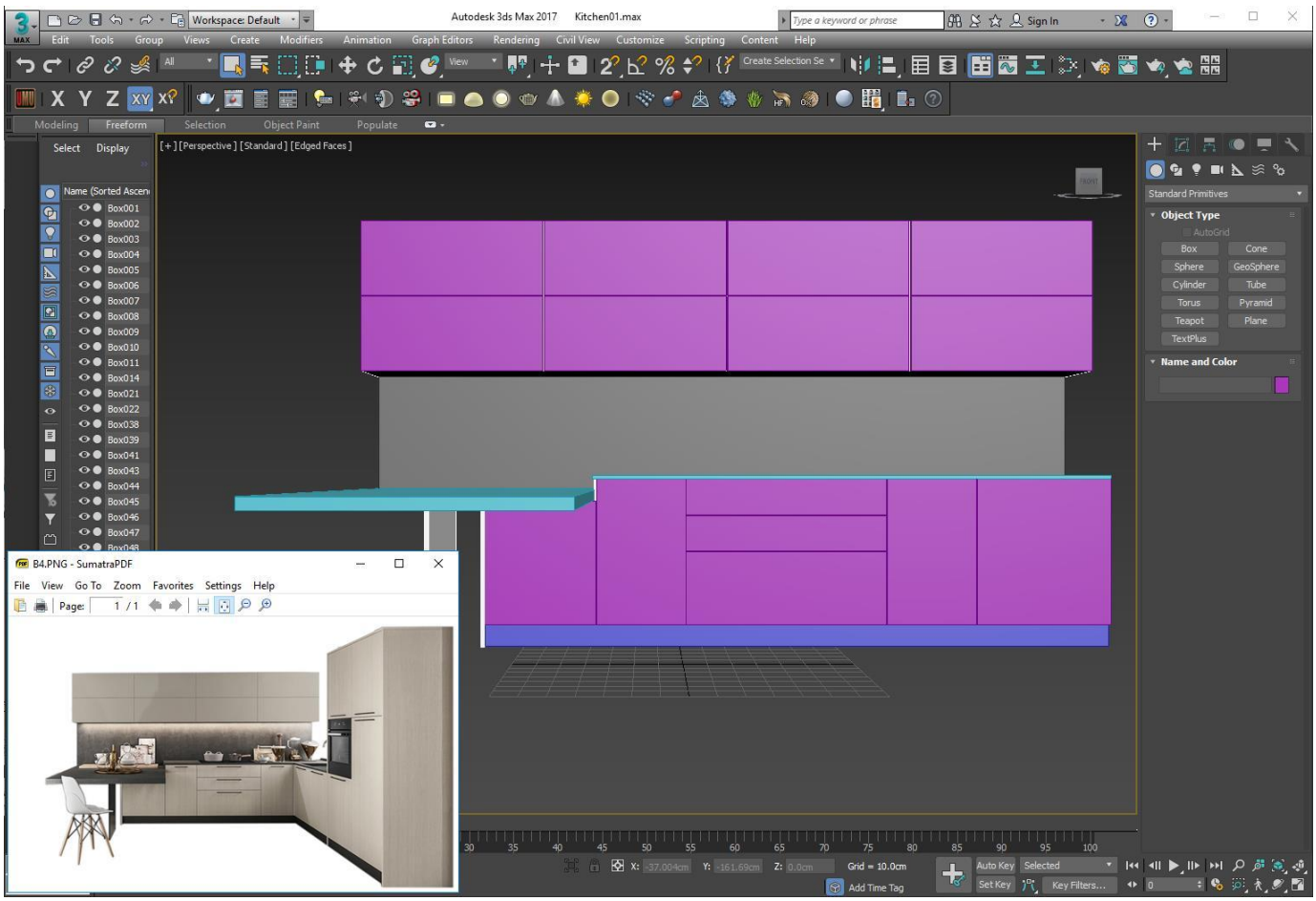
Kitchen Design

Reference Picture:

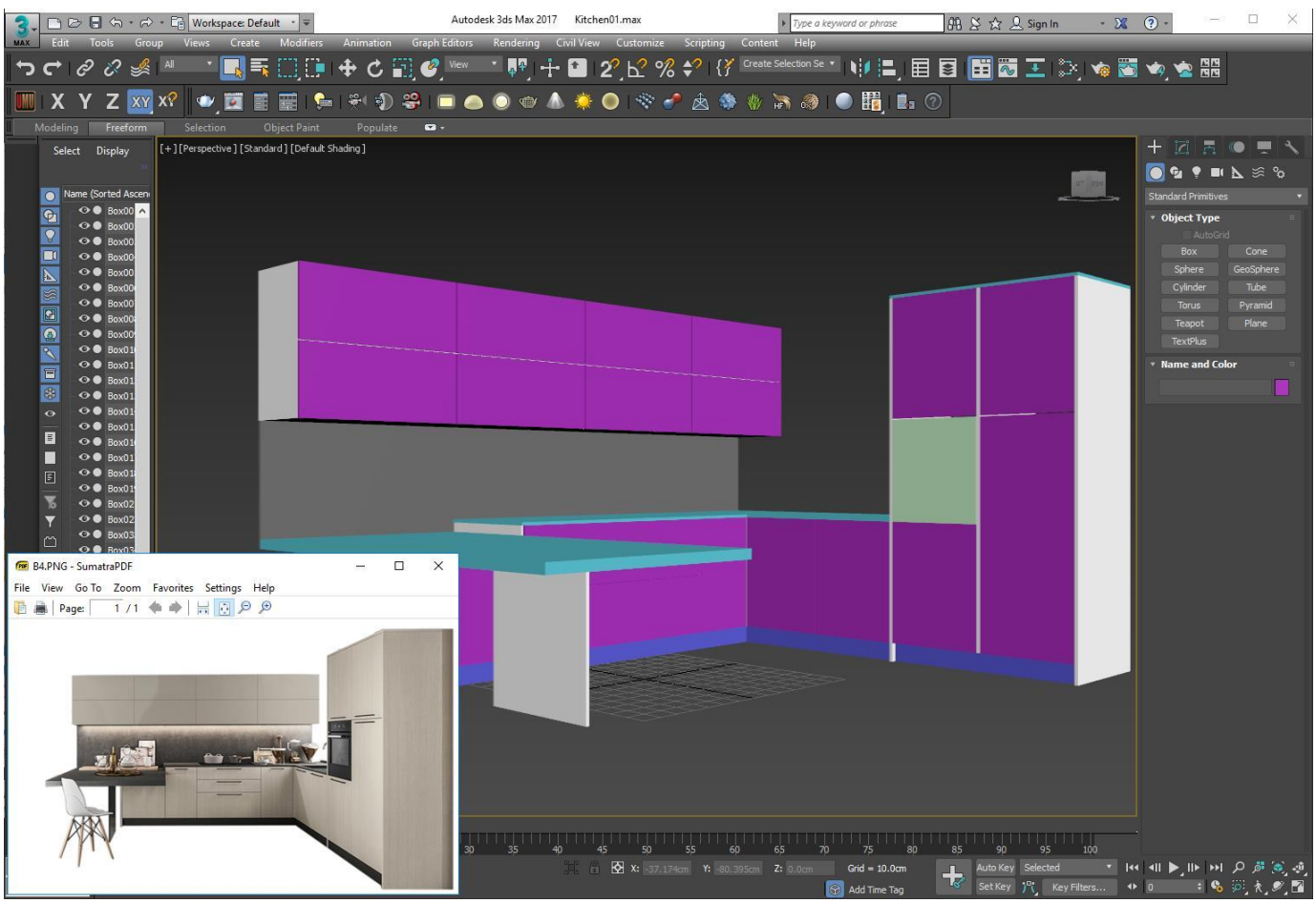
Reference website:
http://homehubware.com/index.php?route=product/product&product_id=23

Kitchen Measurements: Length, Width and Height

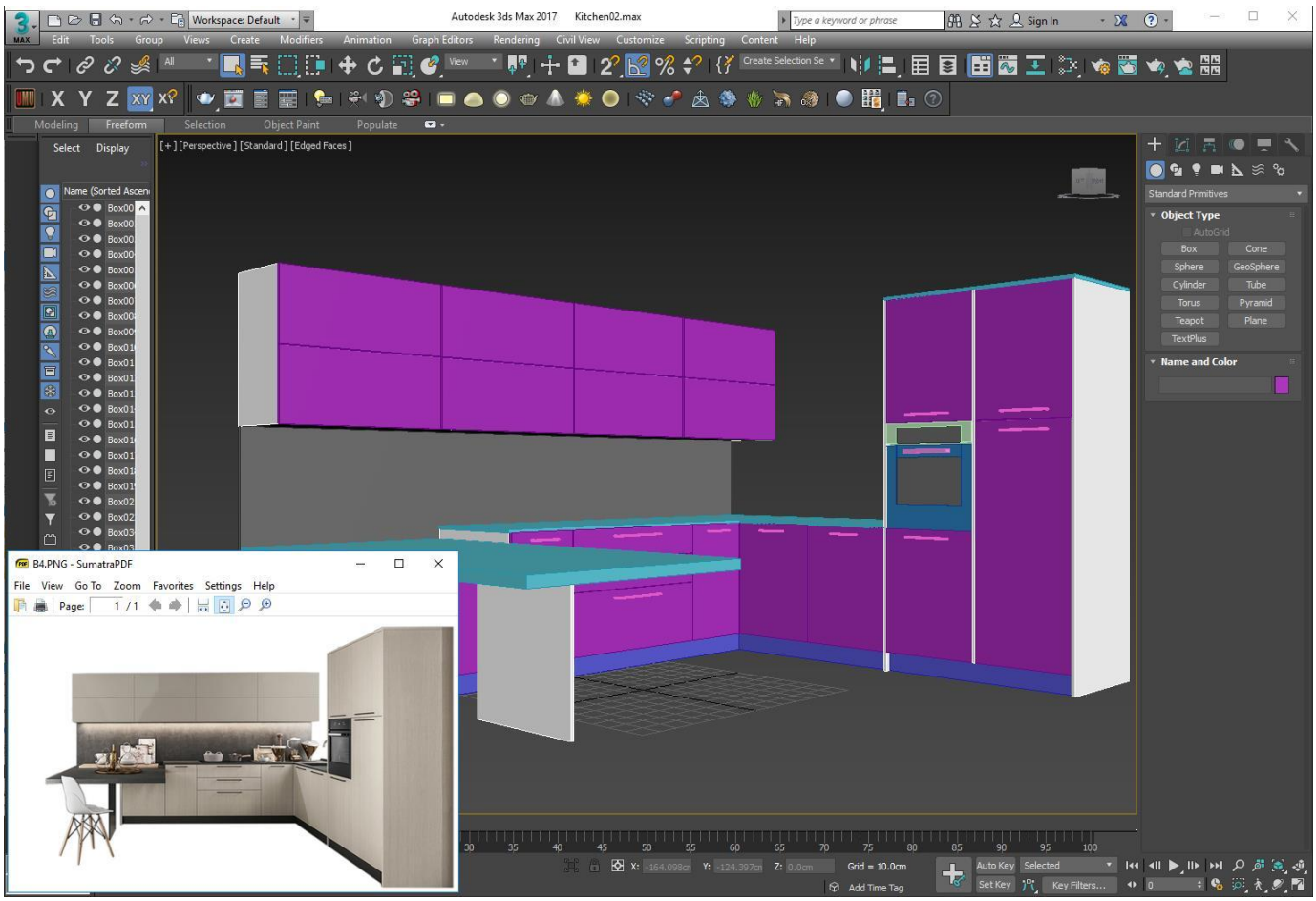
1. Create front cabinet with hanging cabinet



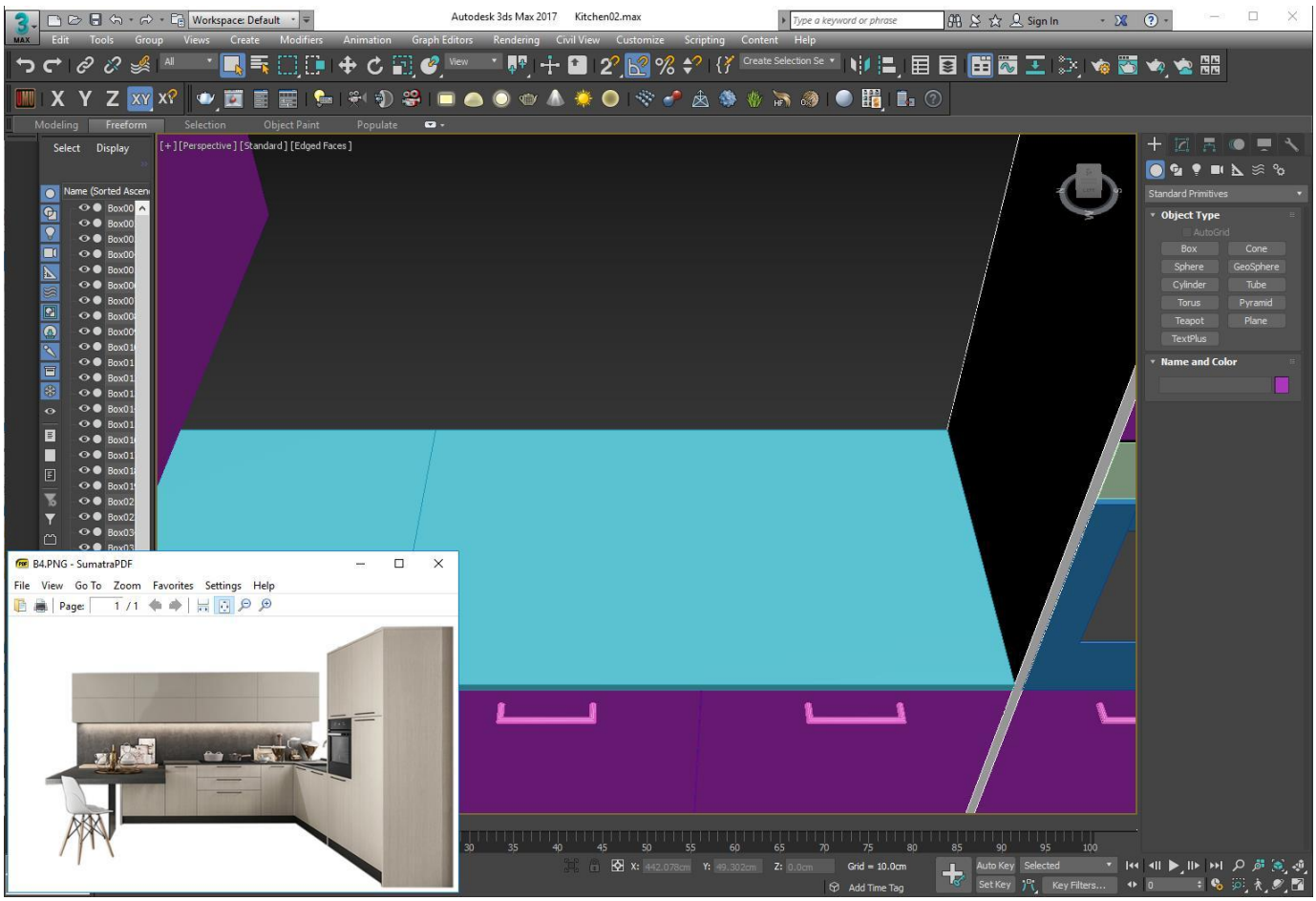
2. Create side cabinet (tall)



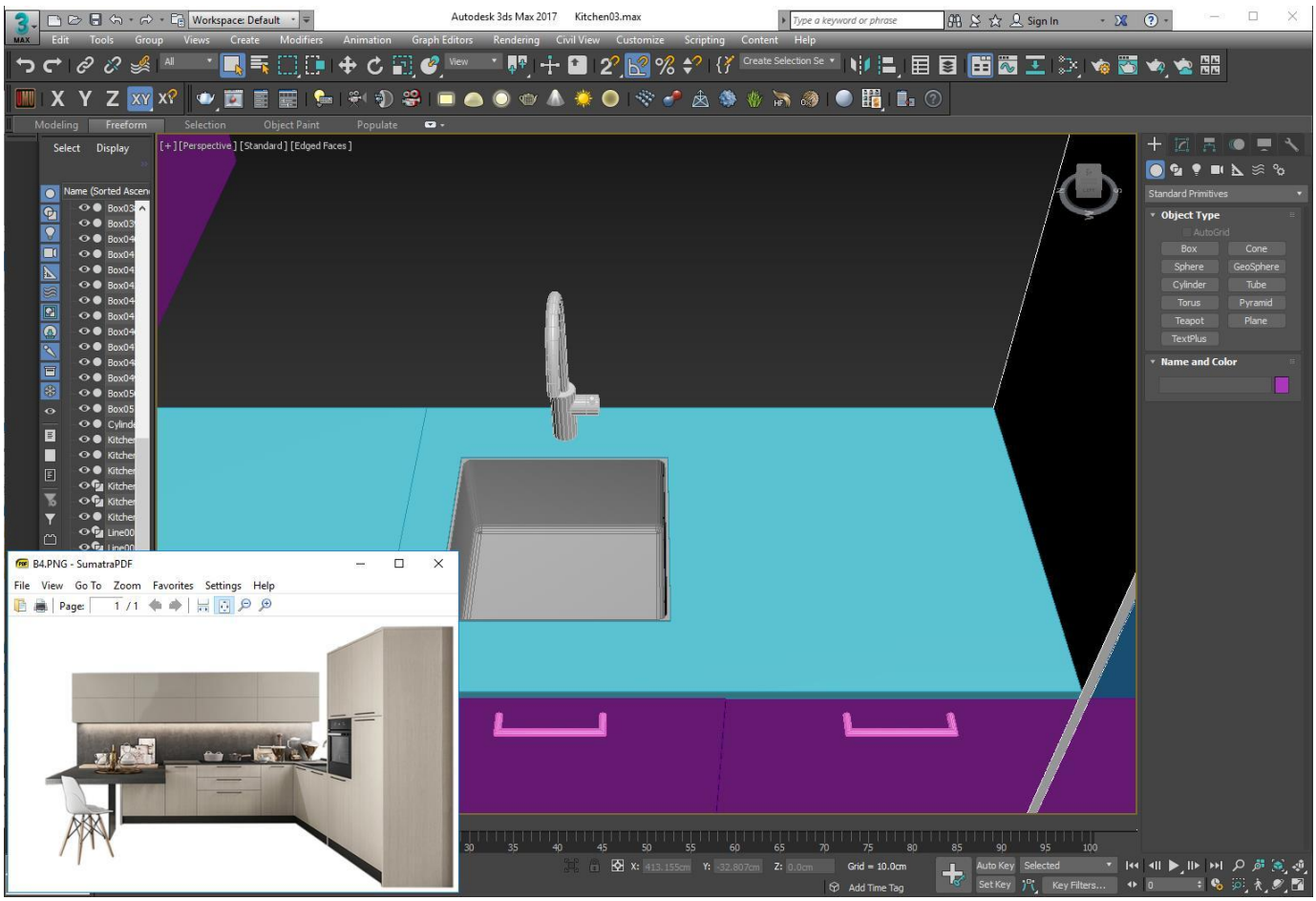
3. Create Oven


Autodesk 3ds Max 2017 Kitchen02.max
[+] [Perspective] [Standard] [Edged Faces]
B4.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help

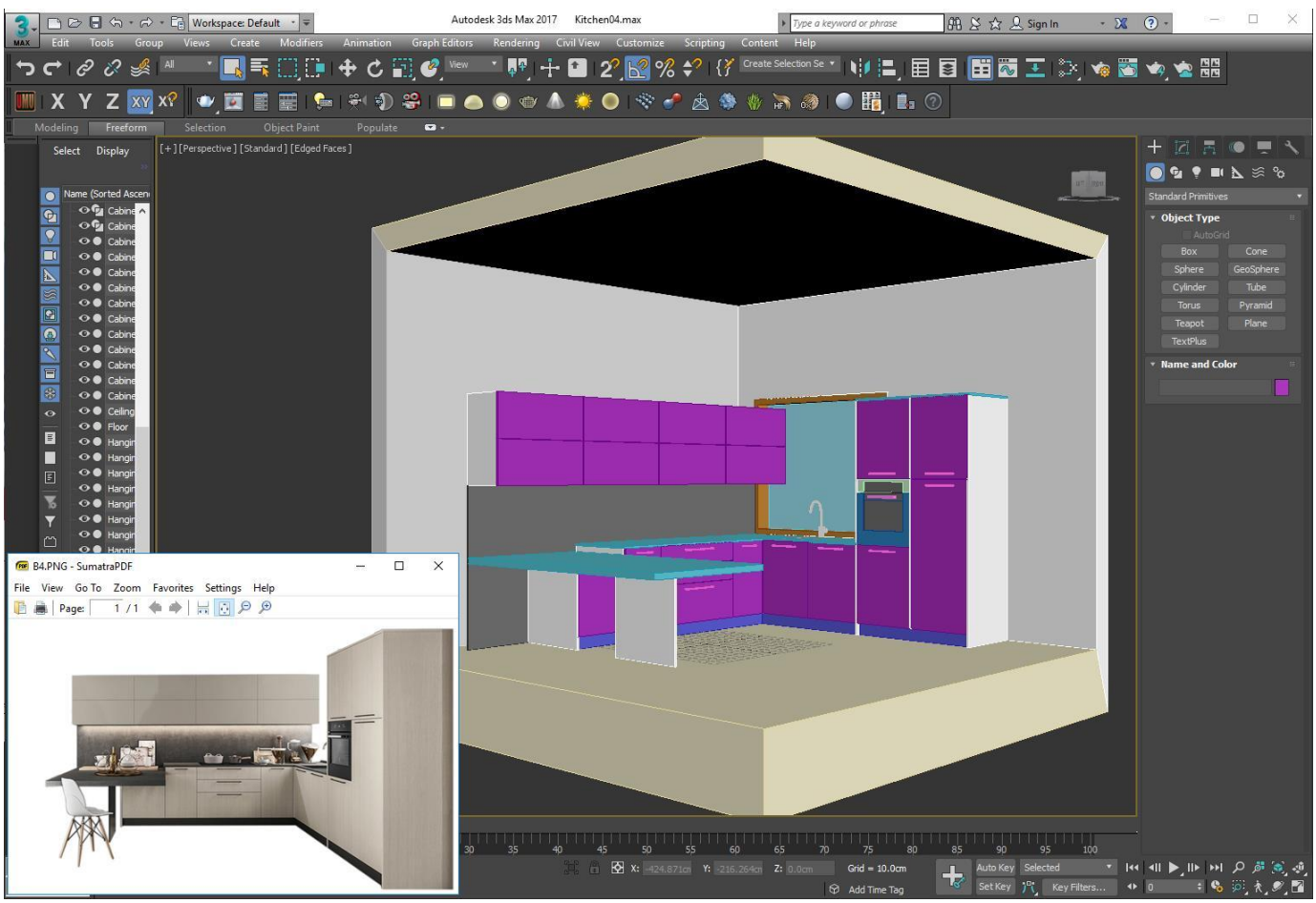
4. Before create tap water and sink


Autodesk 3ds Max 2017 Kitchen02.max
[+] [Perspective] [Standard] [Edged Faces]
B4.PNG - SumatraPDF
File View Go To Zoom Favorites Settings Help

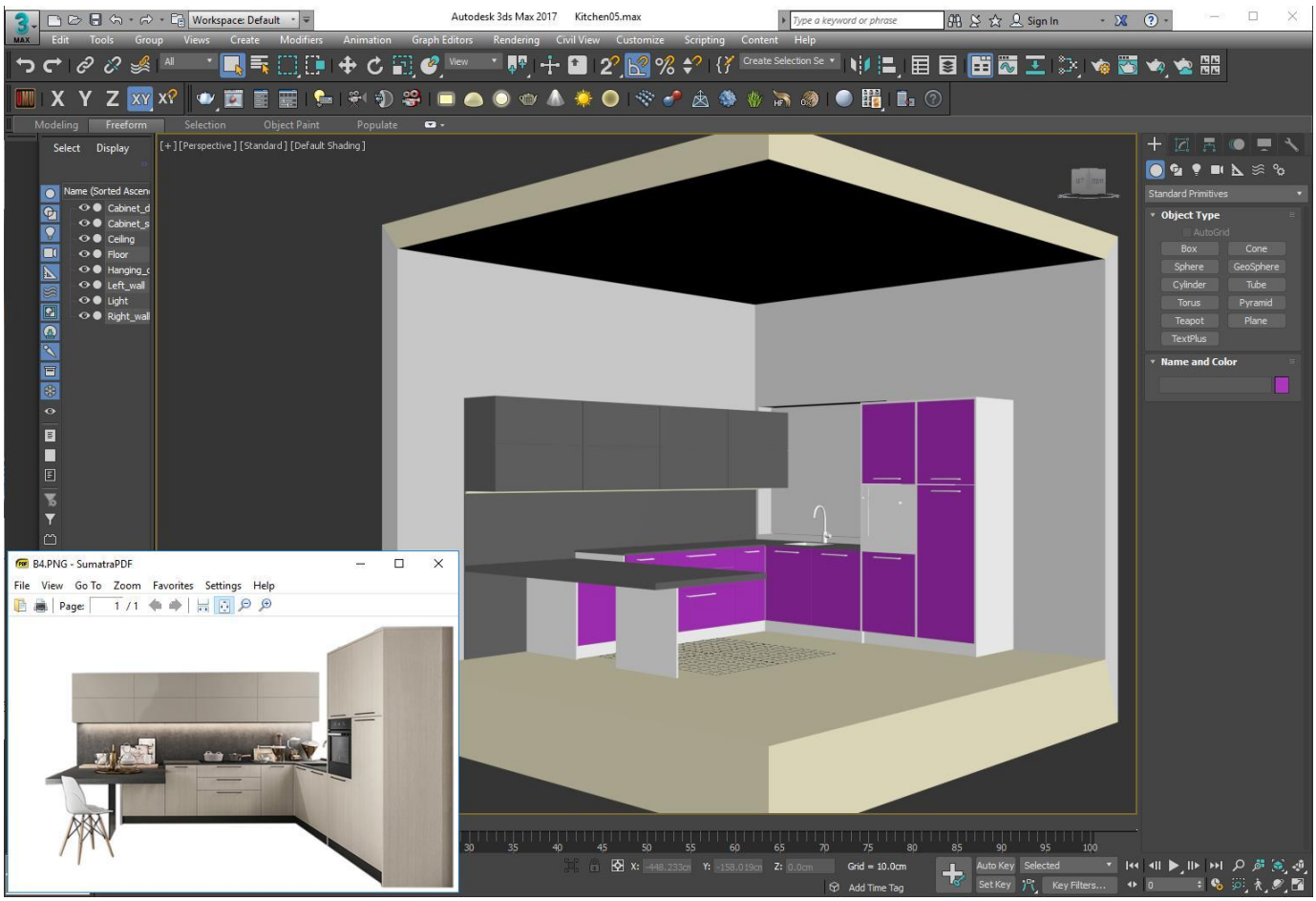
5. After create tap water and sink



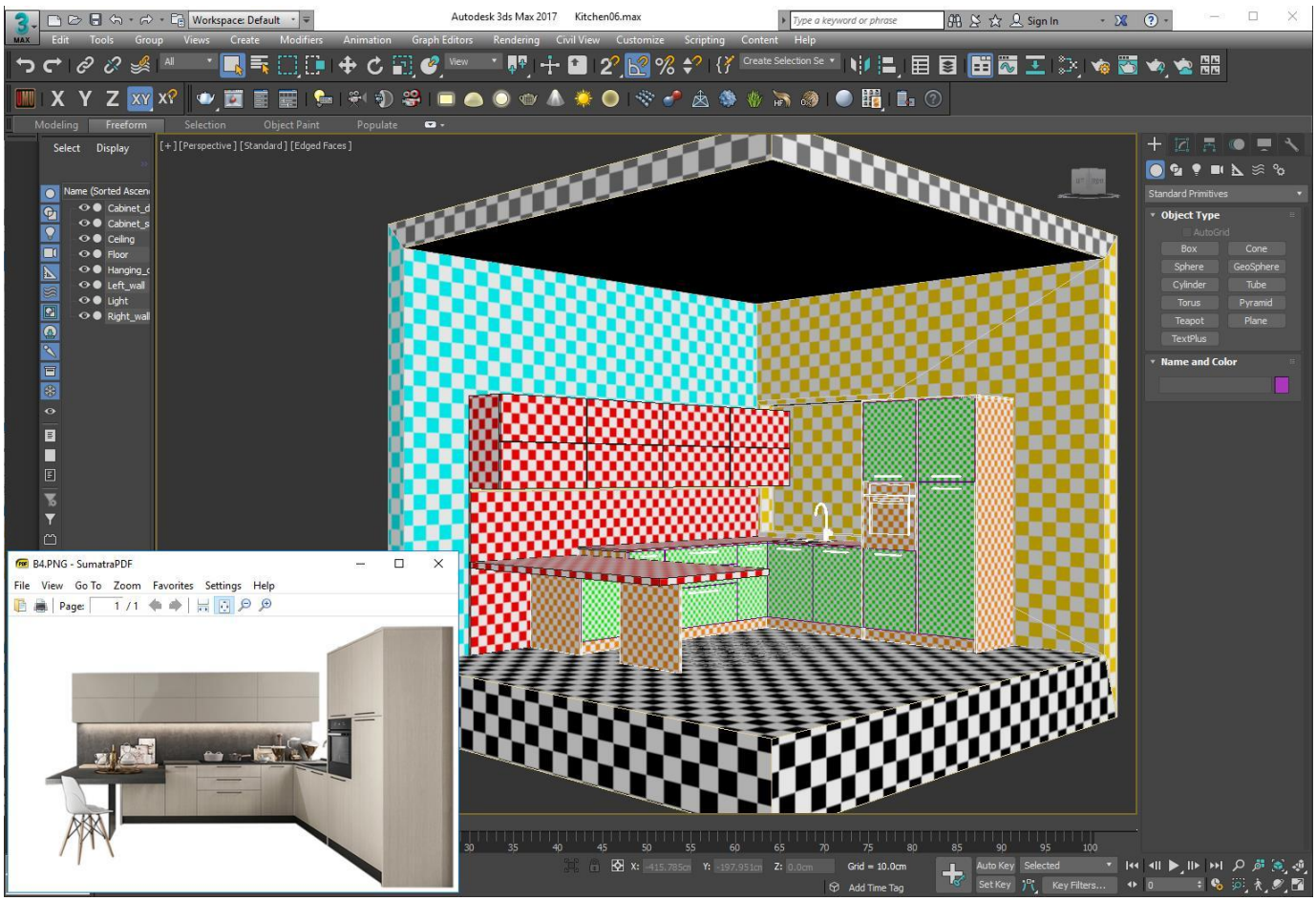
6. Done



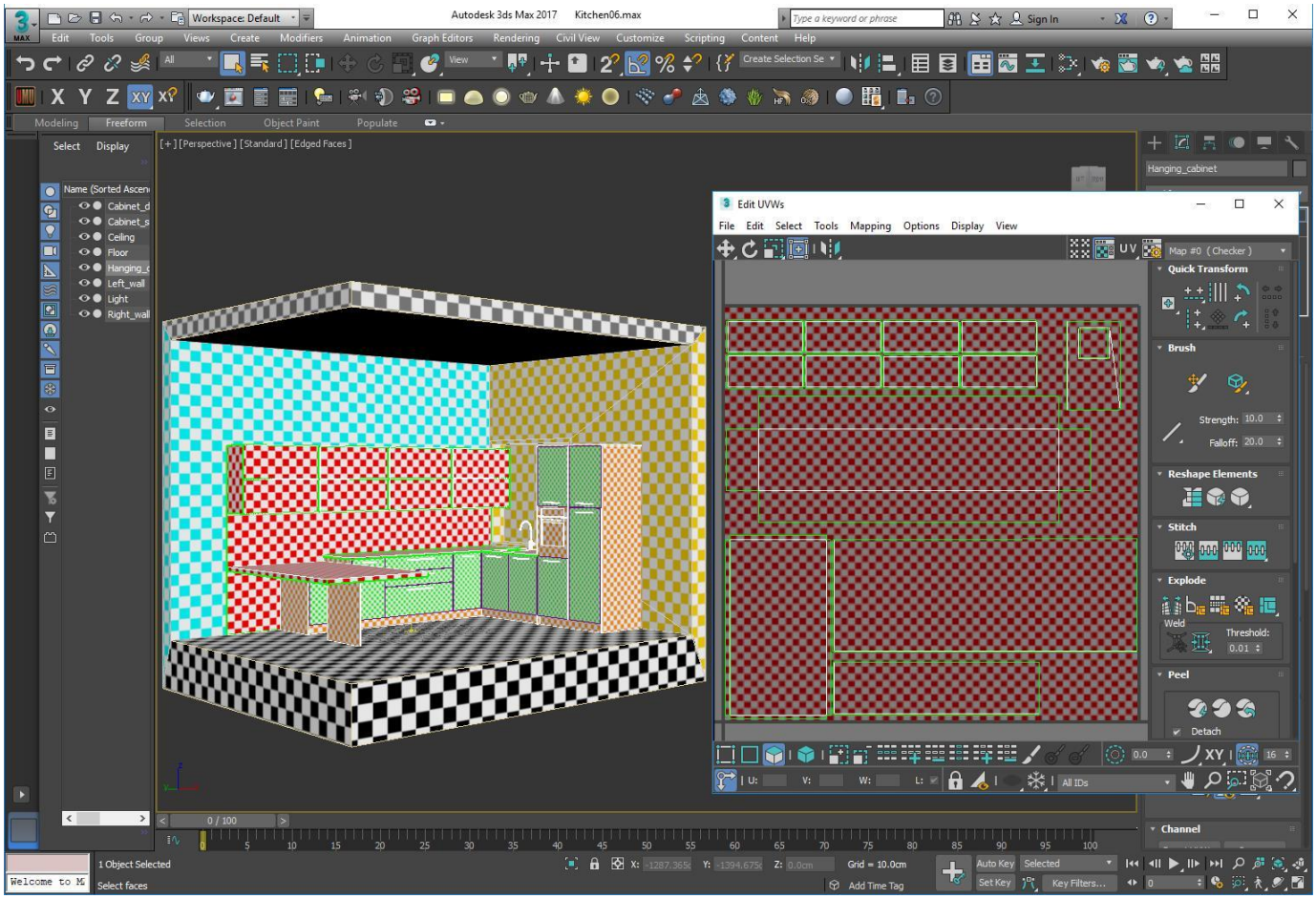
7. Attach them and adding them different material (Slate Material Editor)



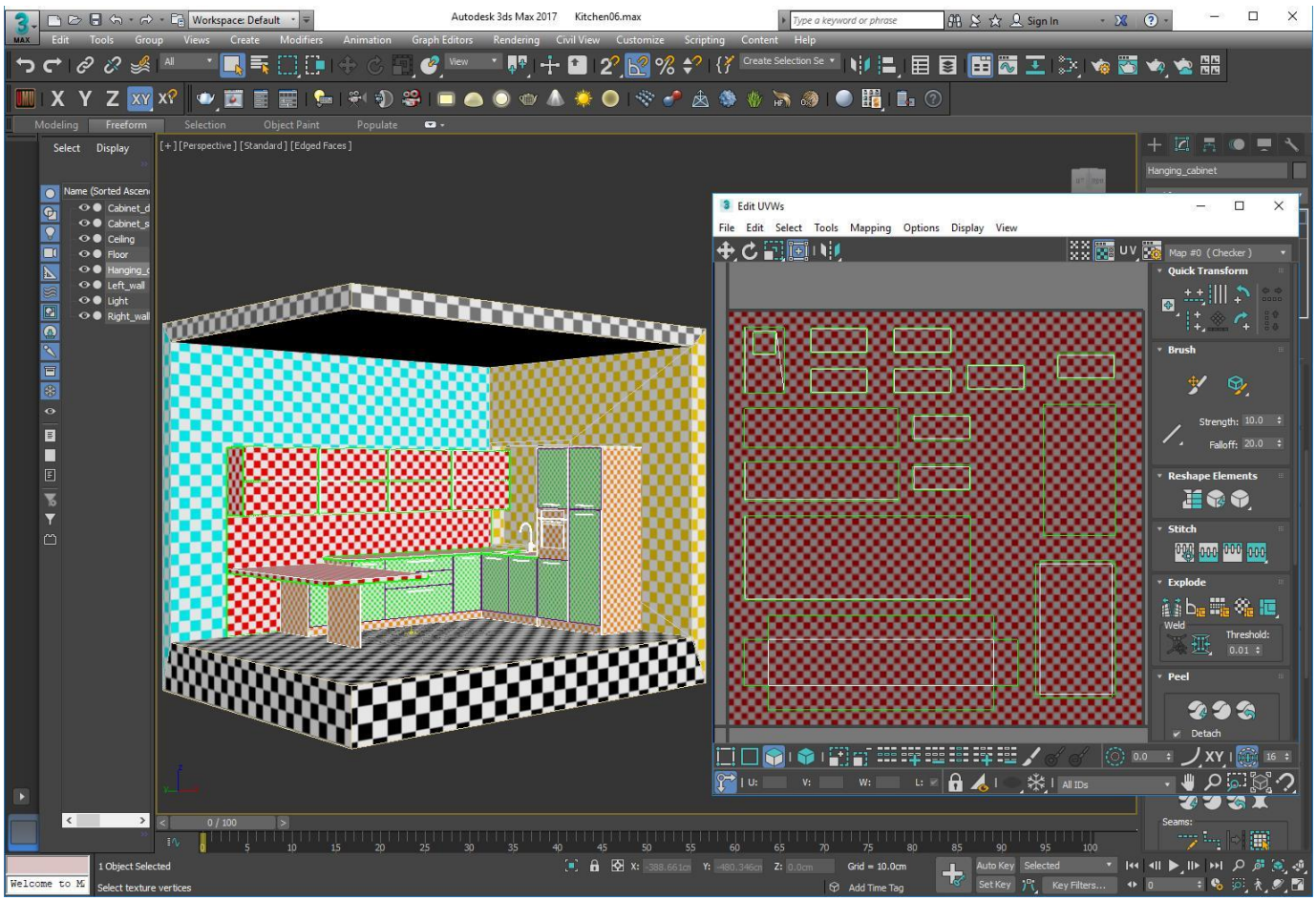
8. I use checker map, so make sure all uvw have been unwrap and relax well



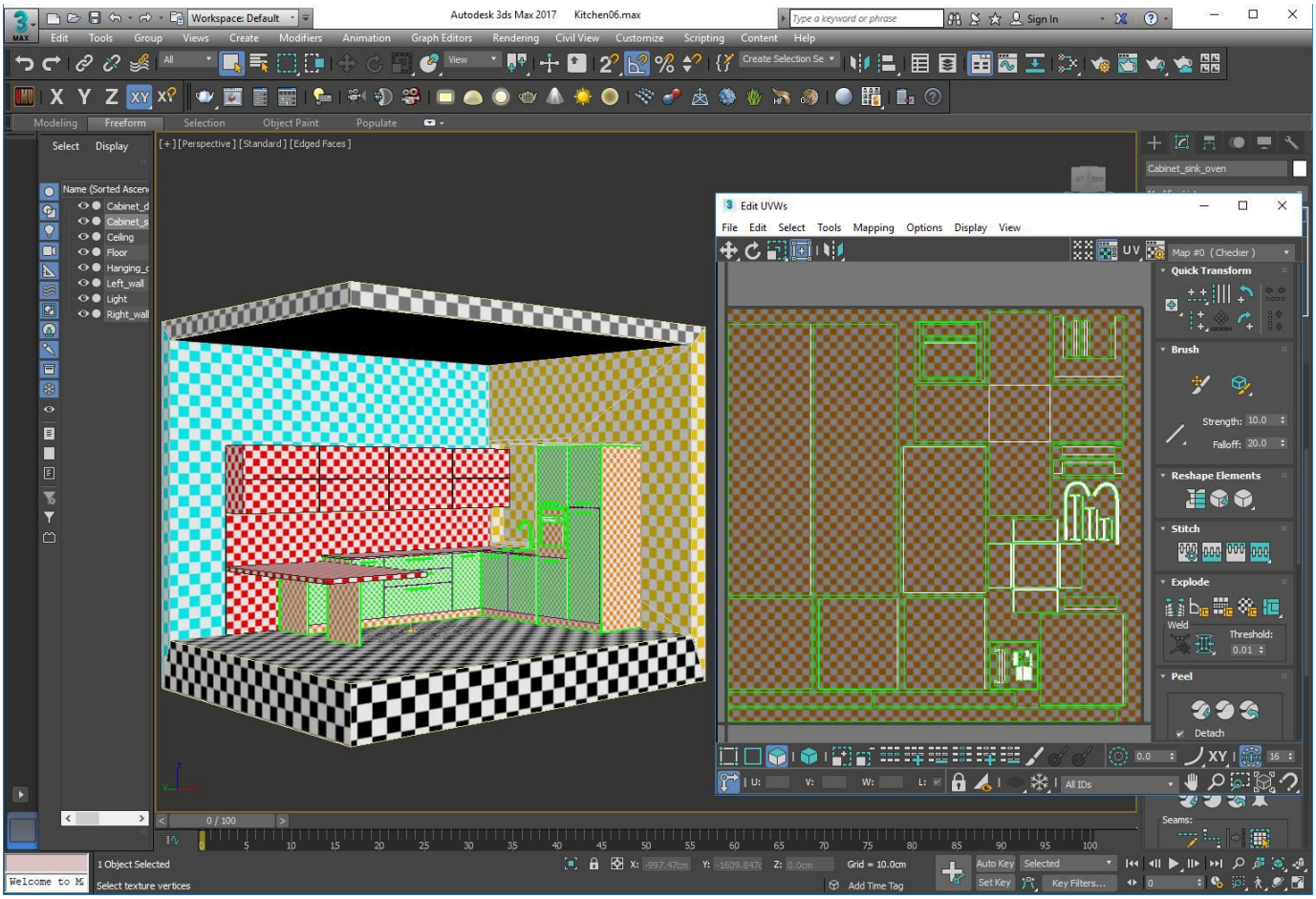
9. Hanging Cabinet and Table UV 1



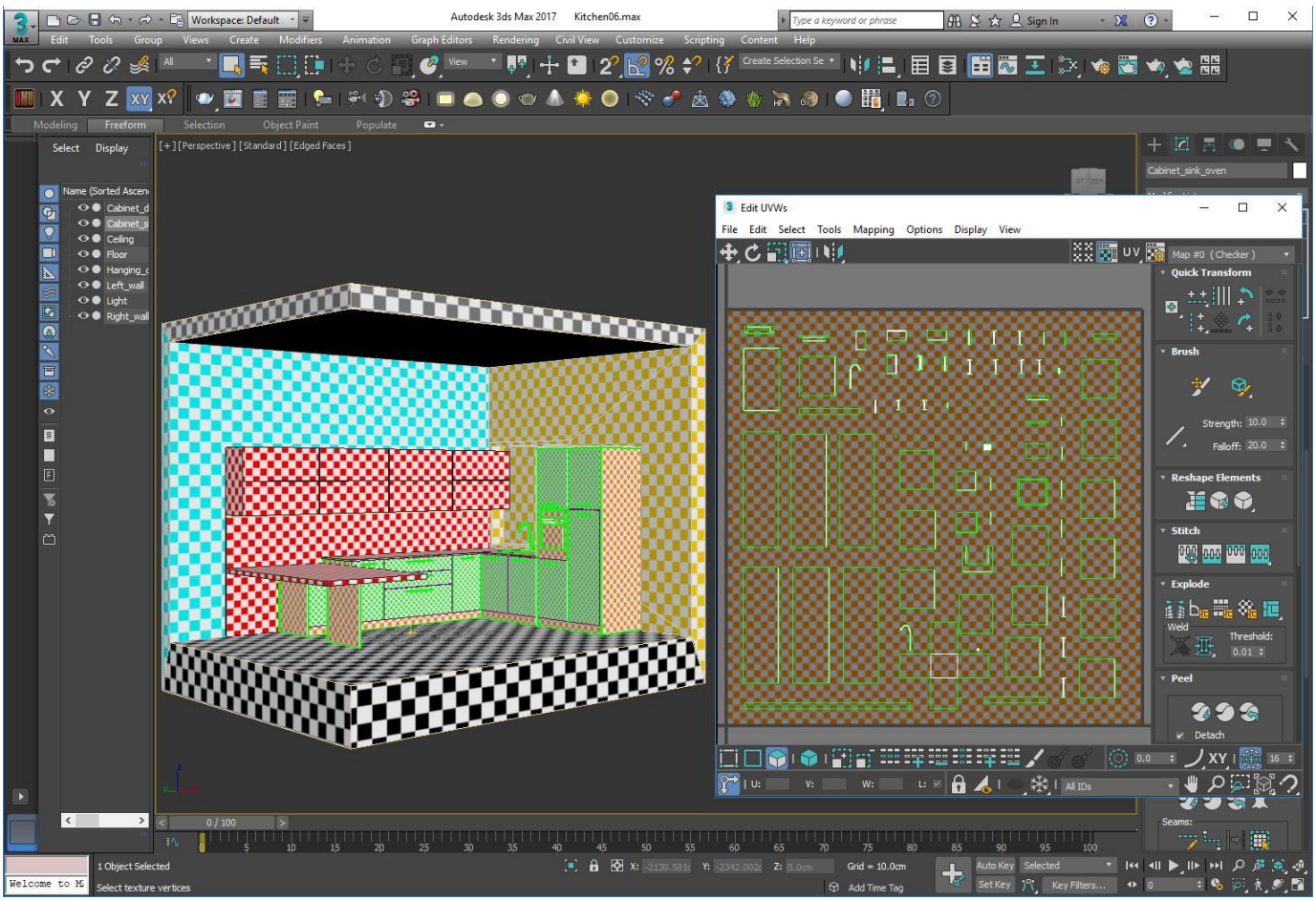
10. Hanging Cabinet and Table UV 2



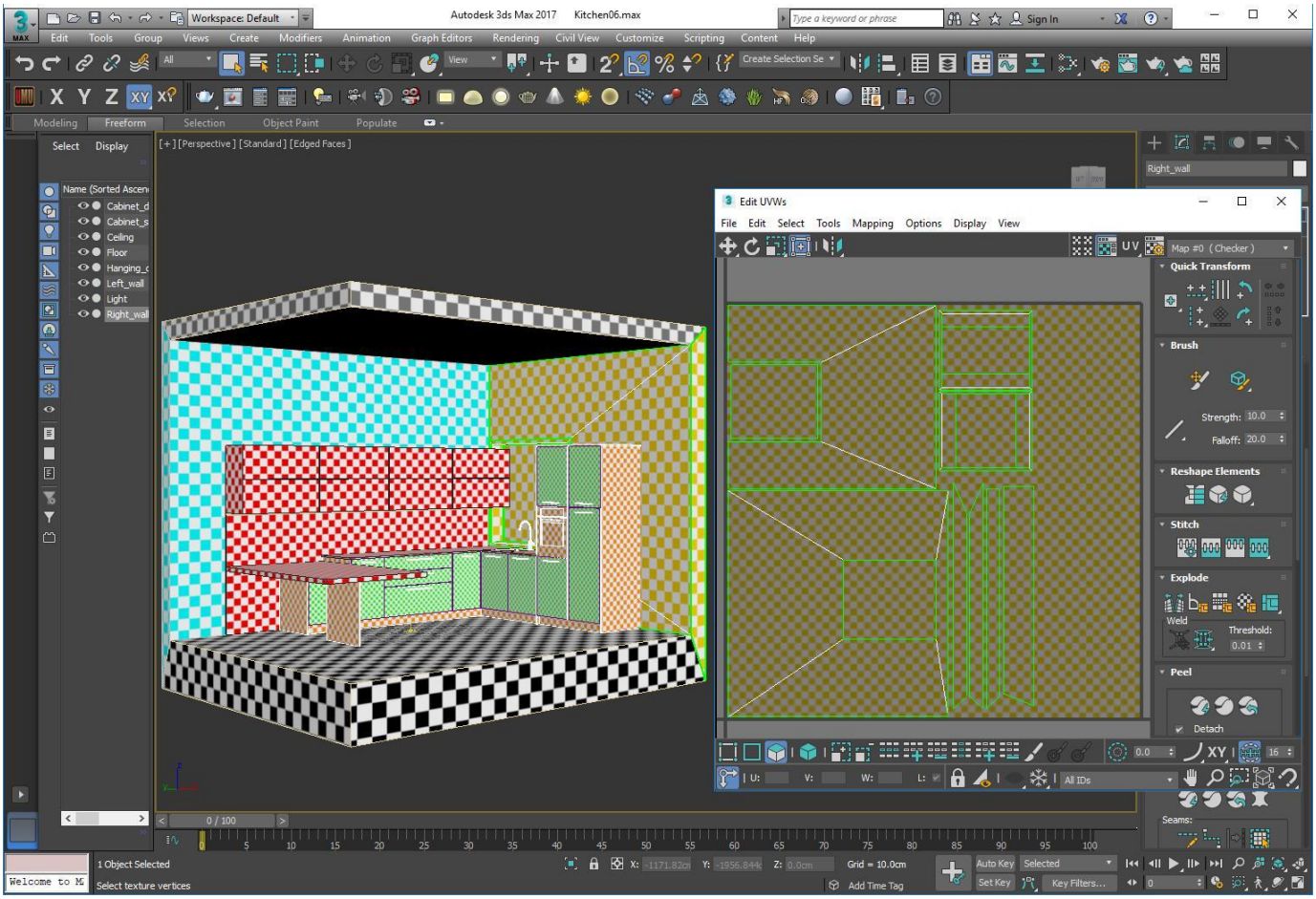
11. Cabinet + Sink + Oven + Handle UV 1



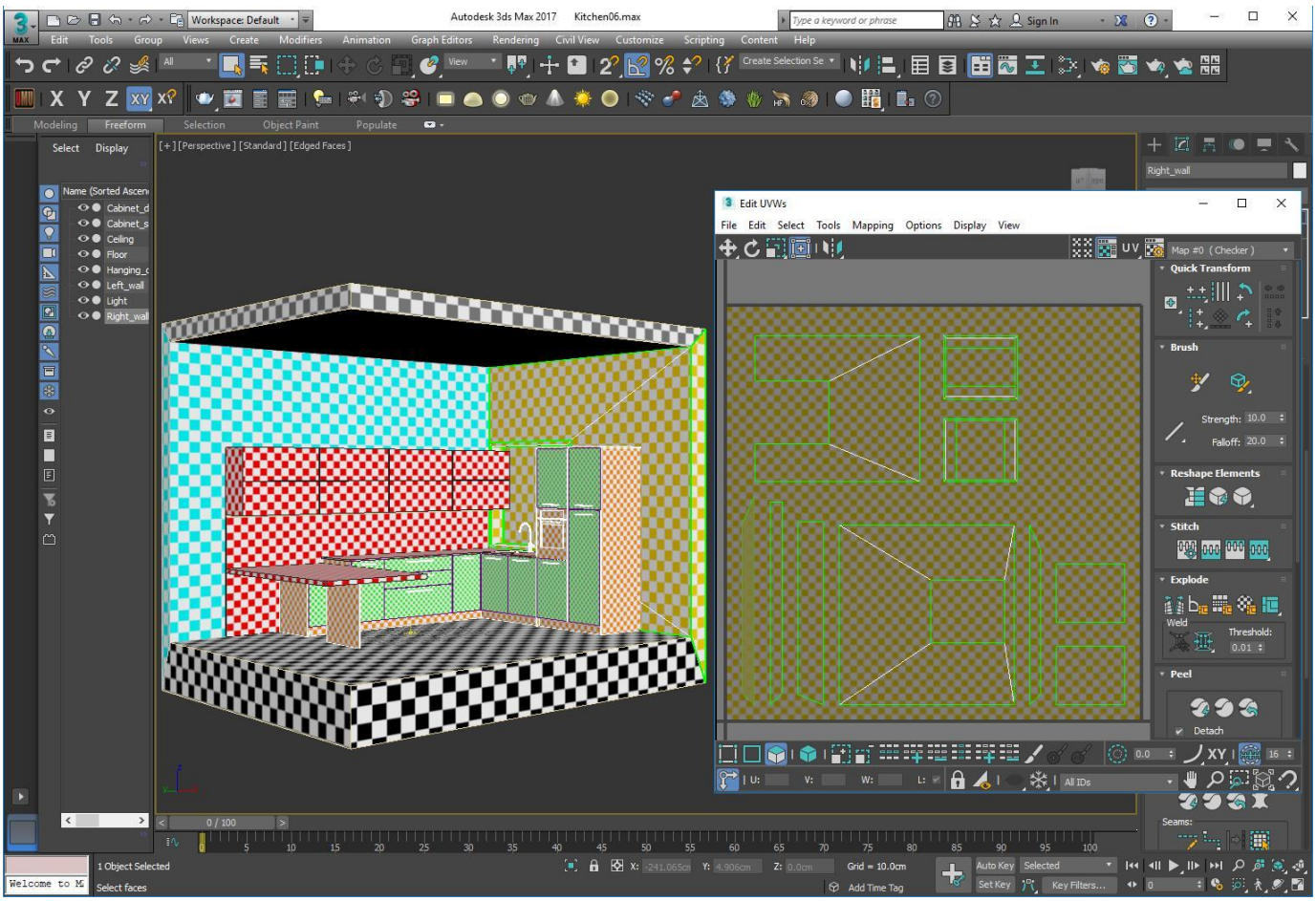
12. Cabinet + Sink + Oven + Handle UV 2



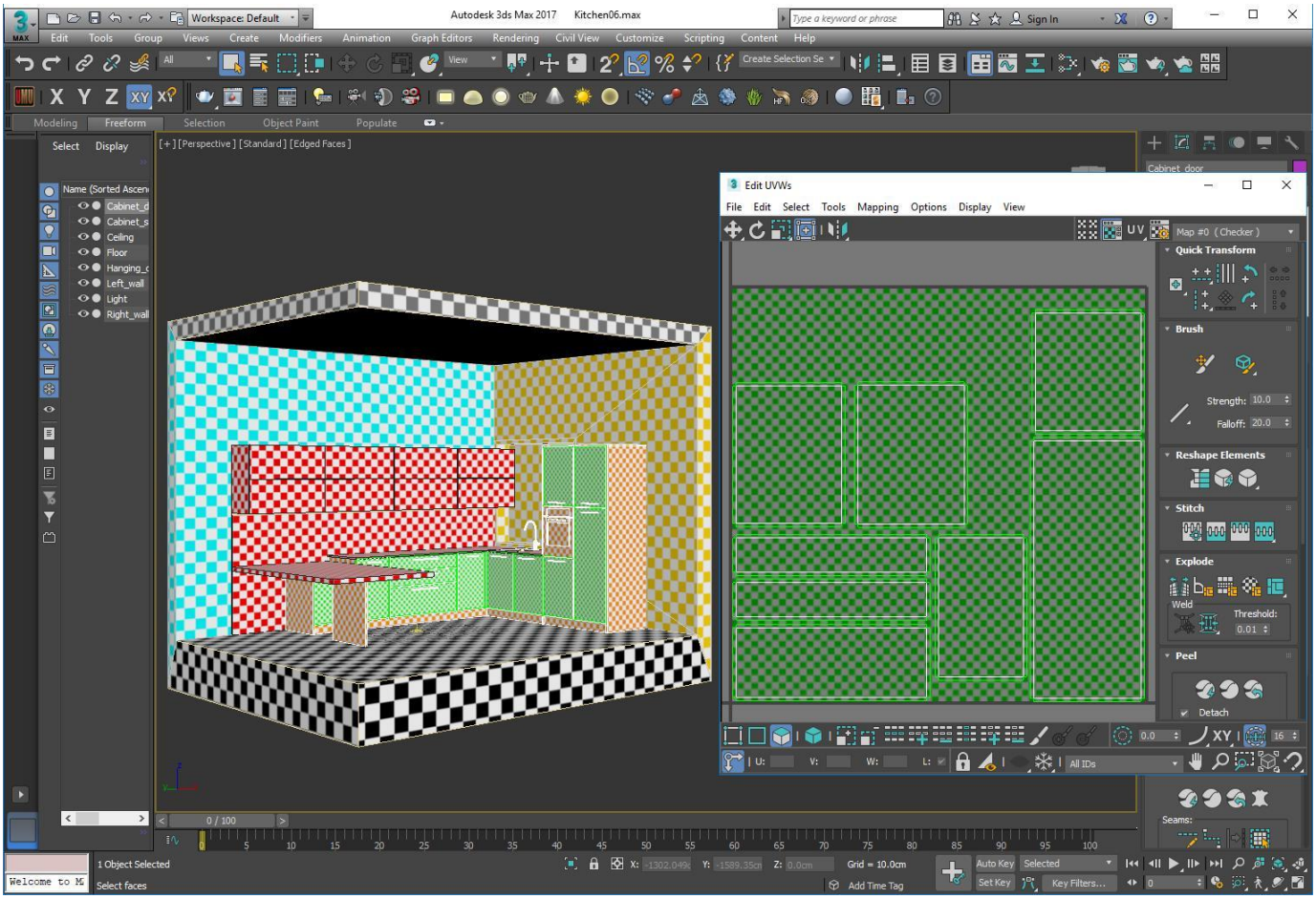
13. Right Wall UV 1



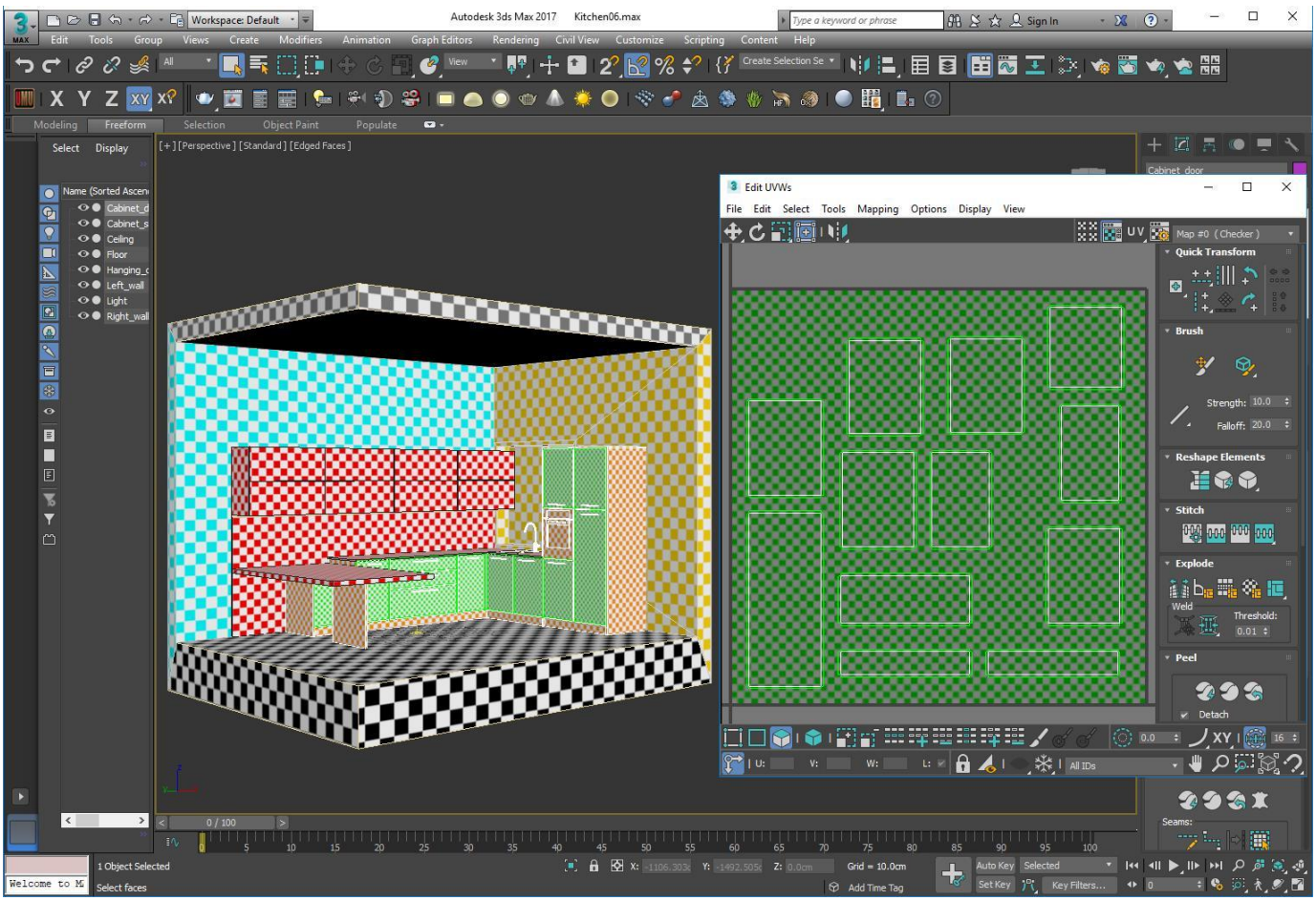
14. Right Wall UV 2



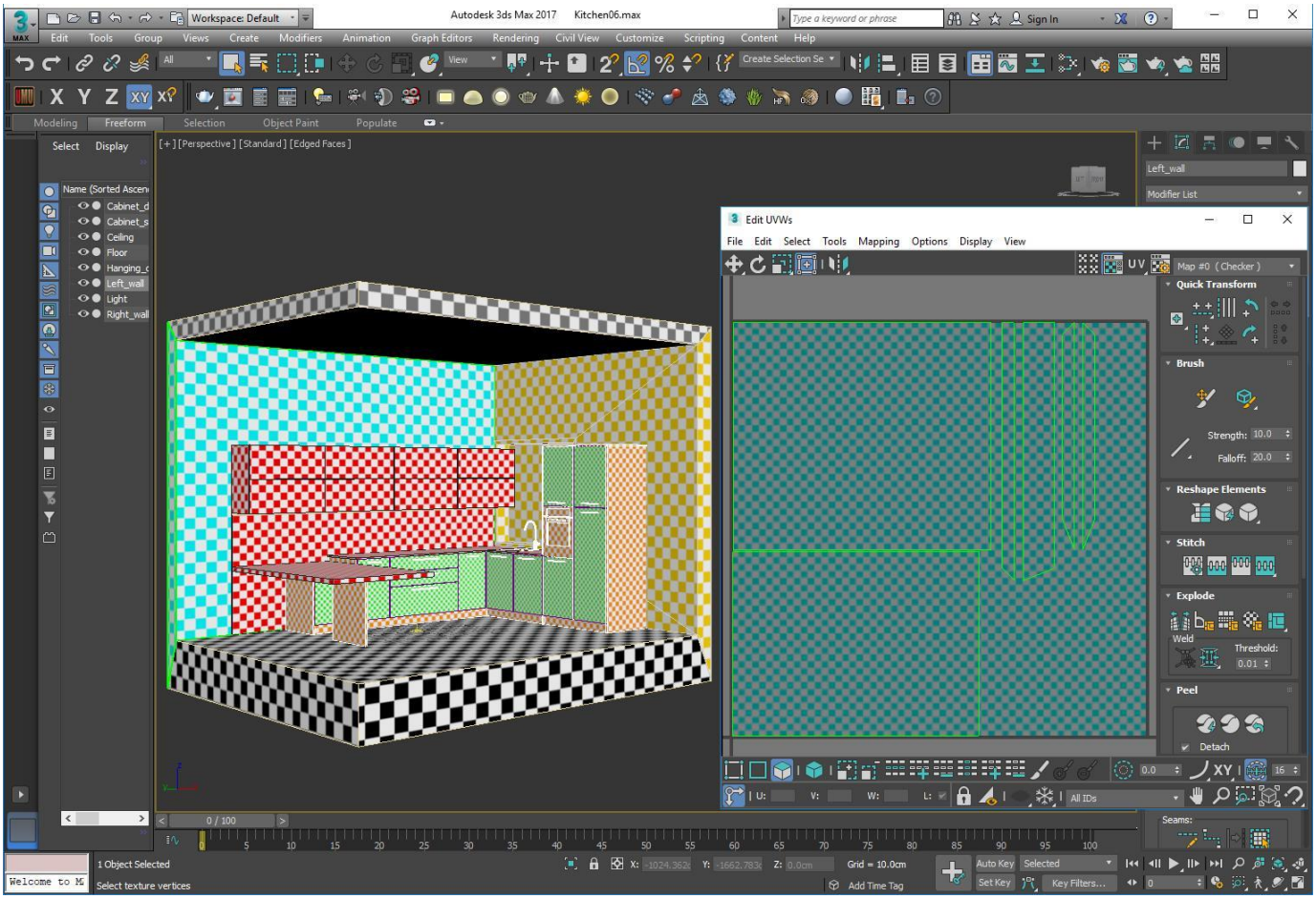
15. Cabinet Door UV 1



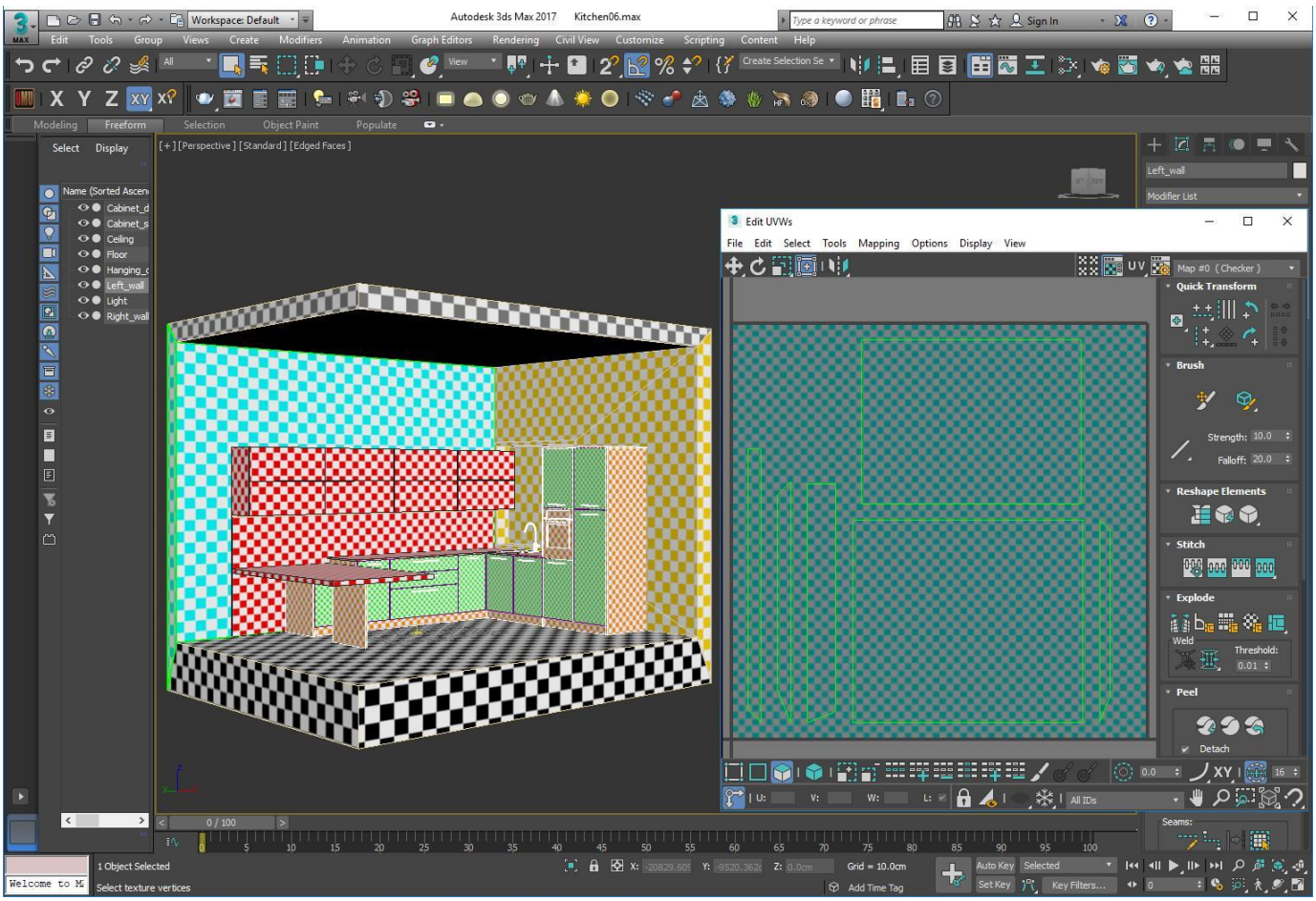
16. Cabinet Door UV 2



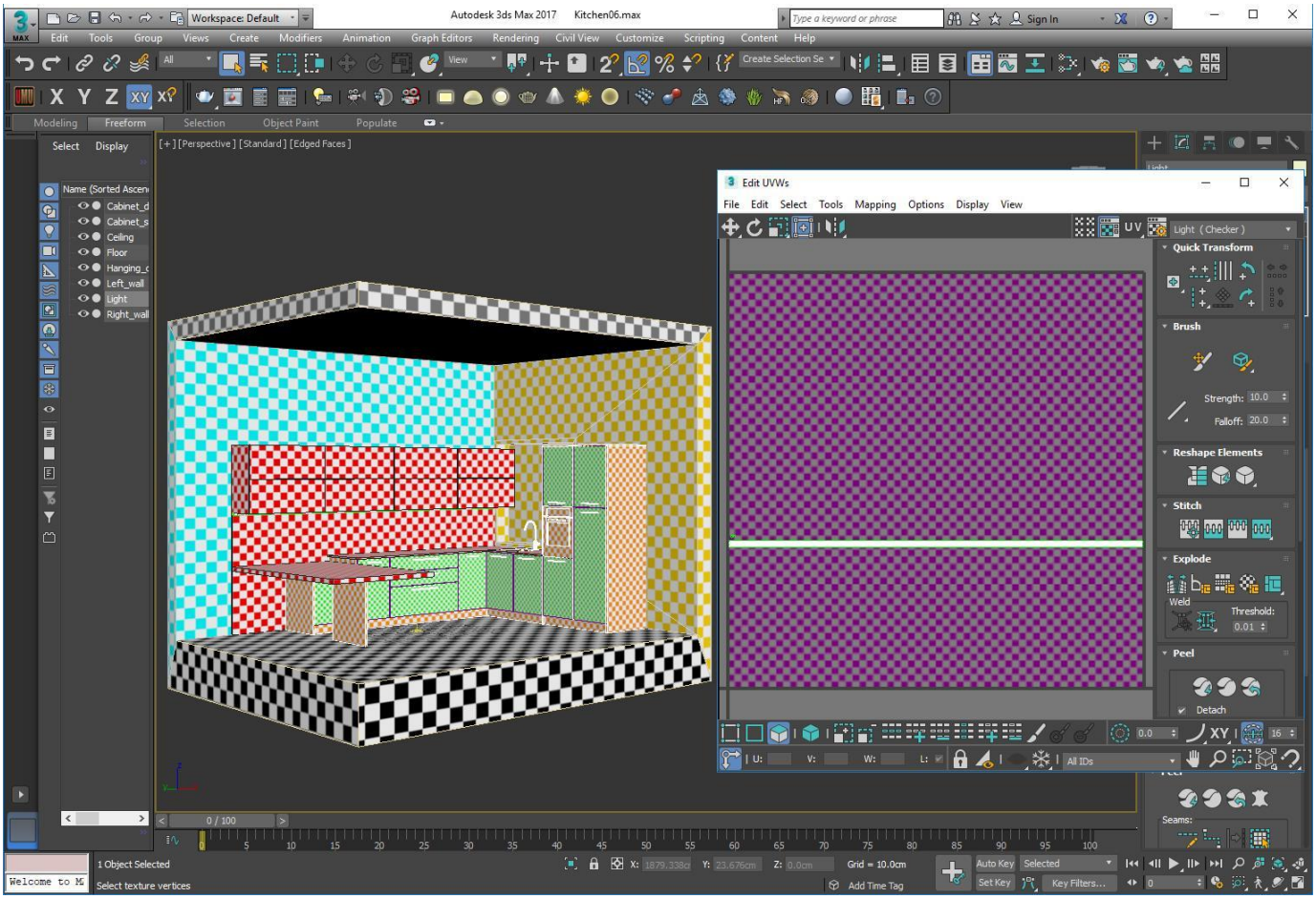
17. Left Wall UV 1



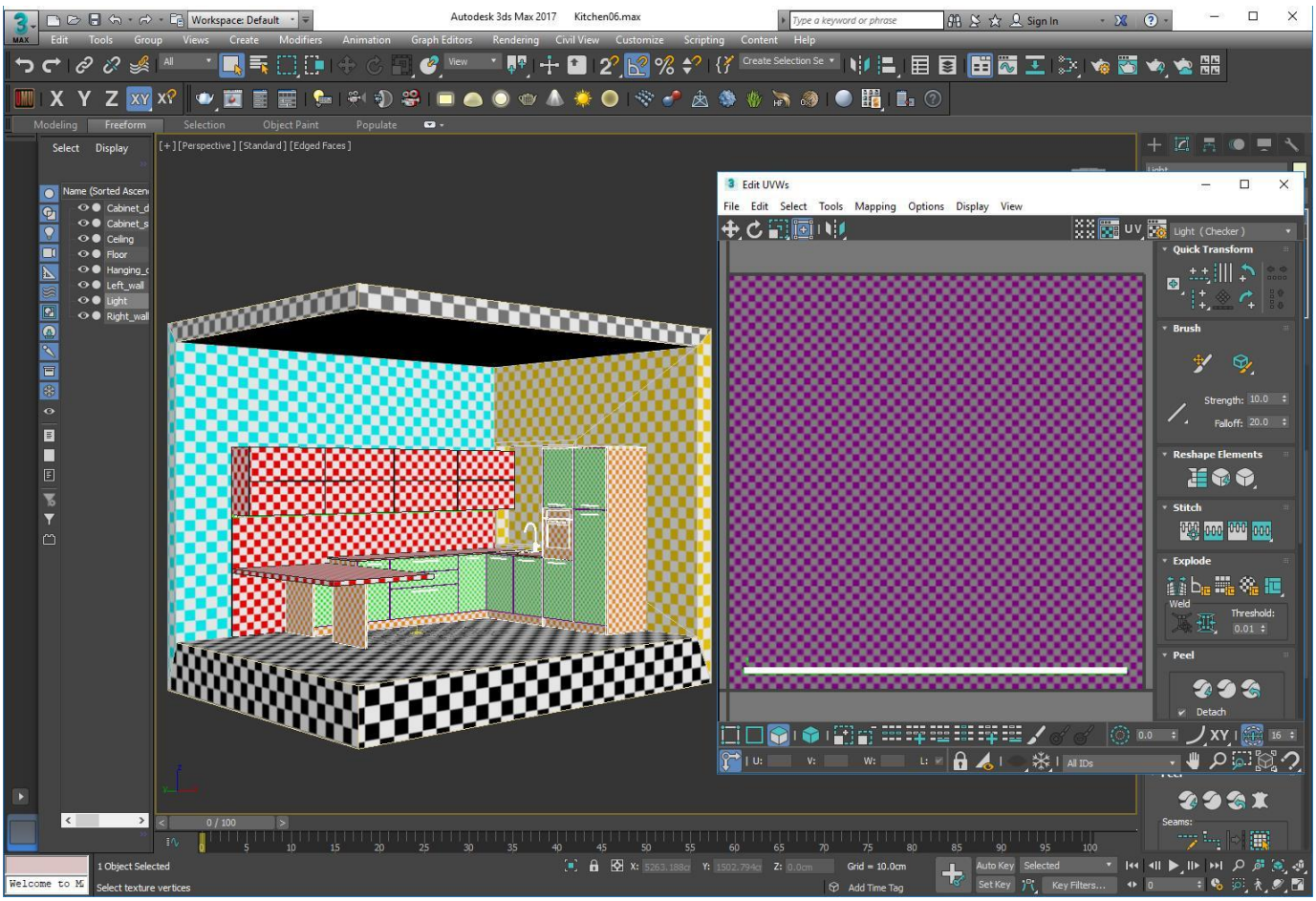
18. Left Wall UV 2



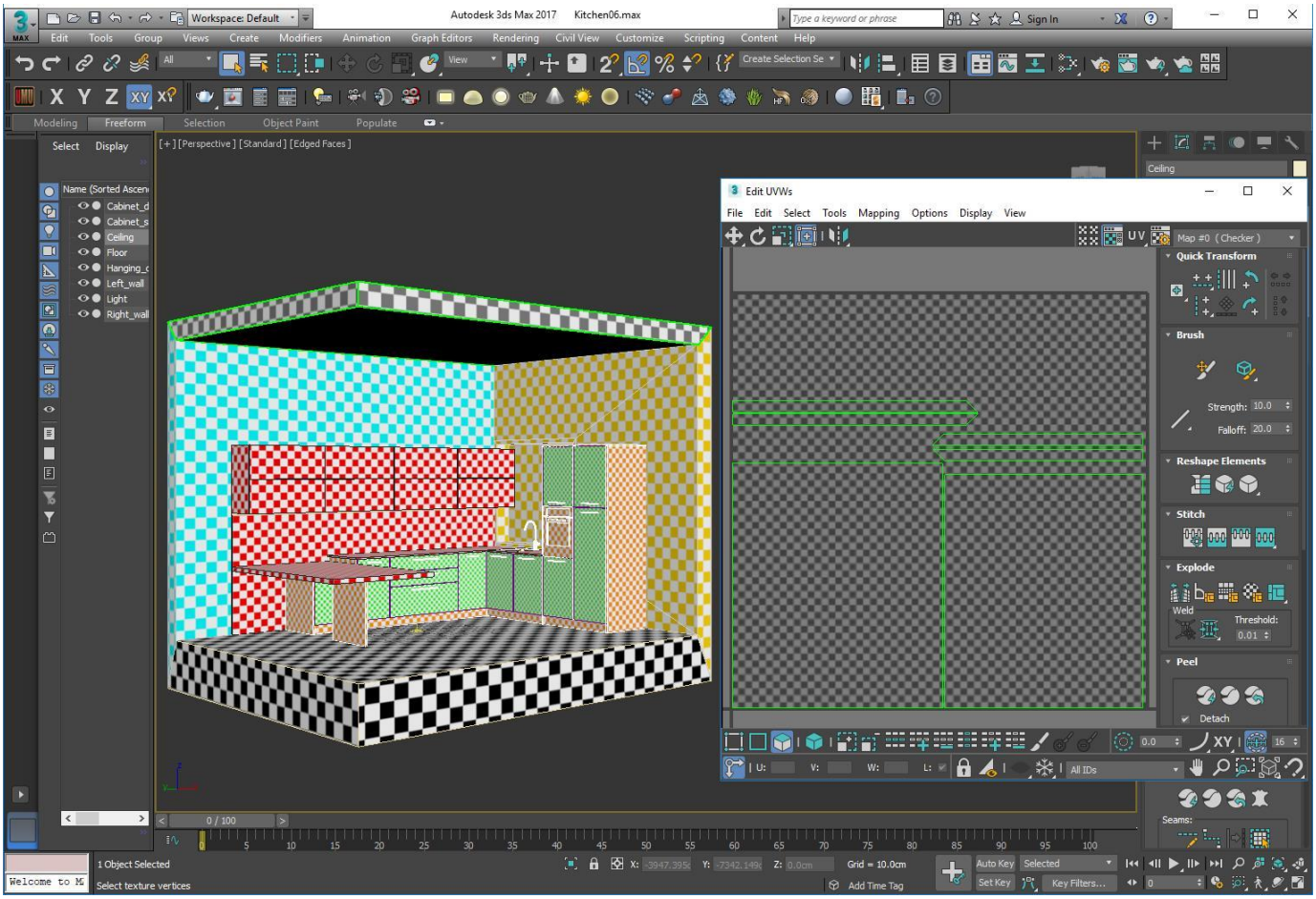
19. Fluorescent (Light tube) UV 1



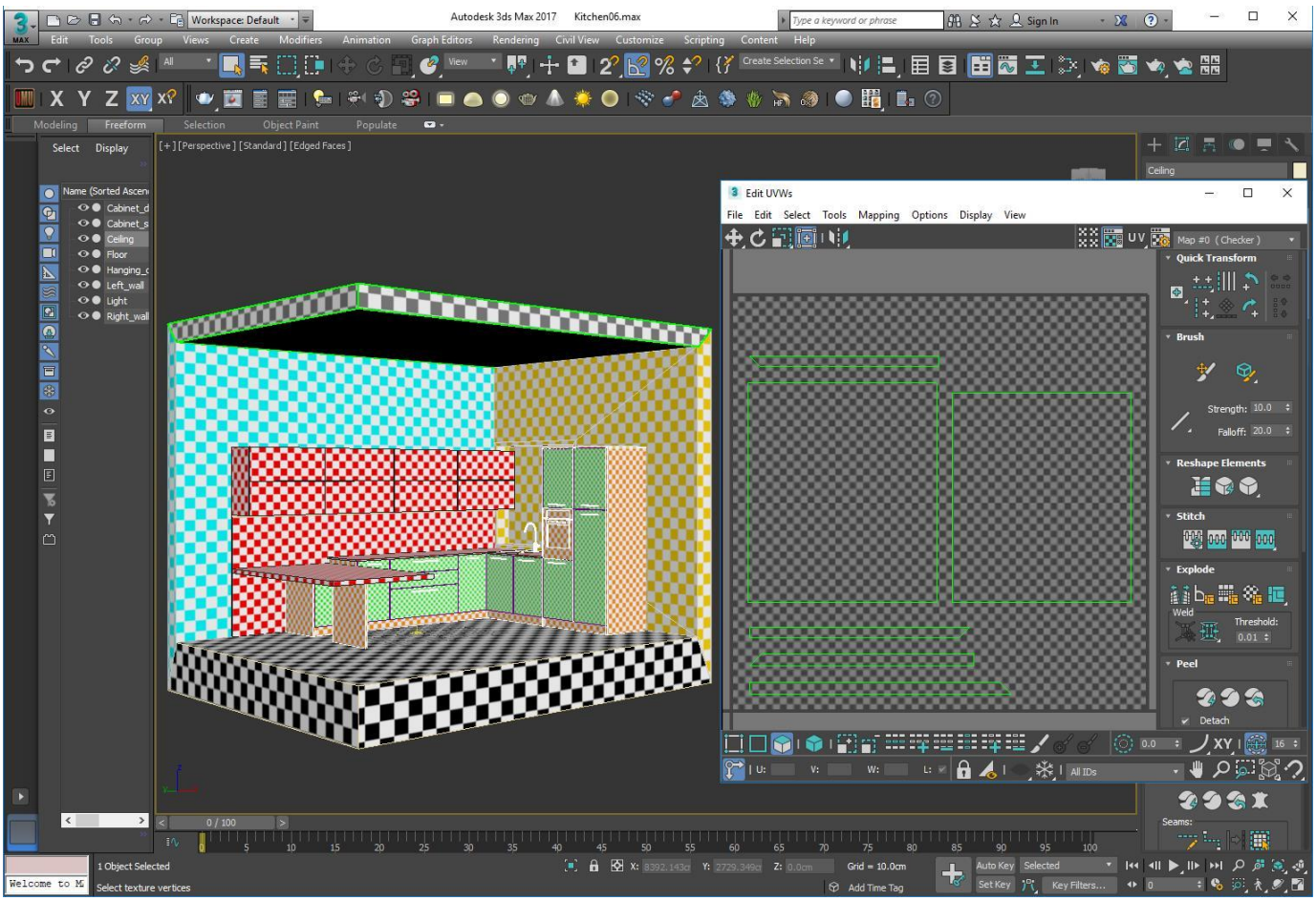
20. Fluorescent (Light tube) UV 2



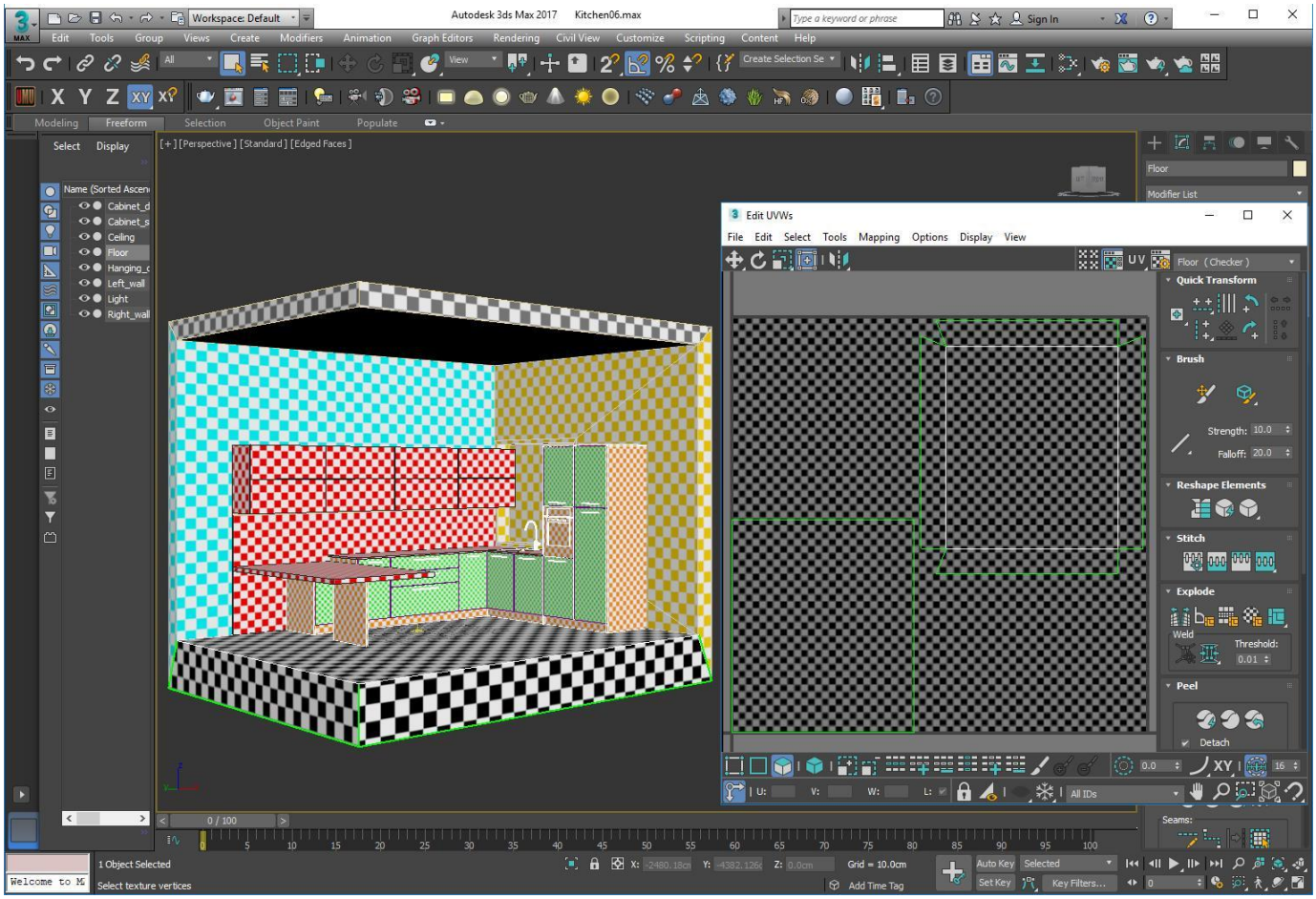
21. Ceiling UV 1



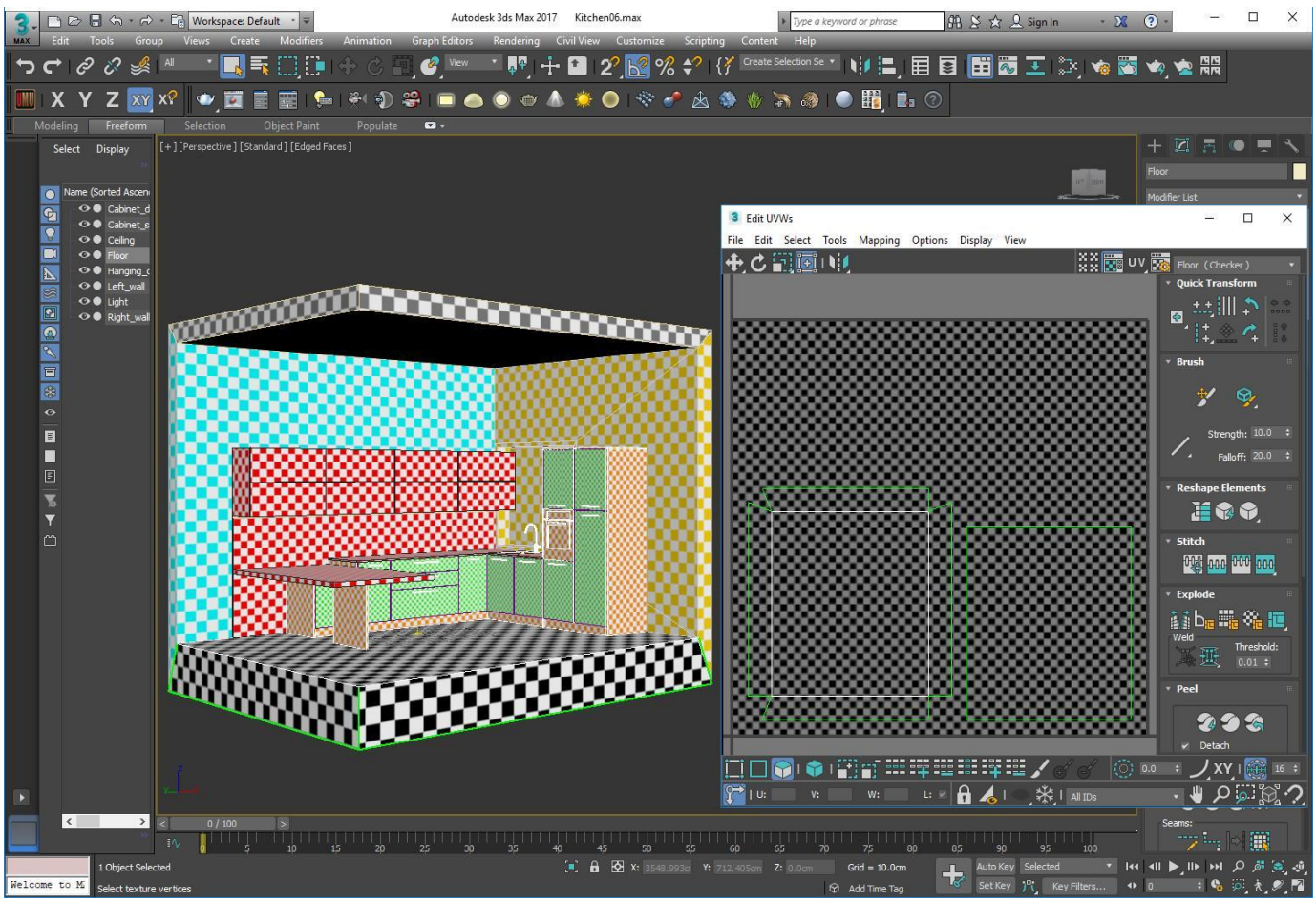
22. Ceiling UV 2



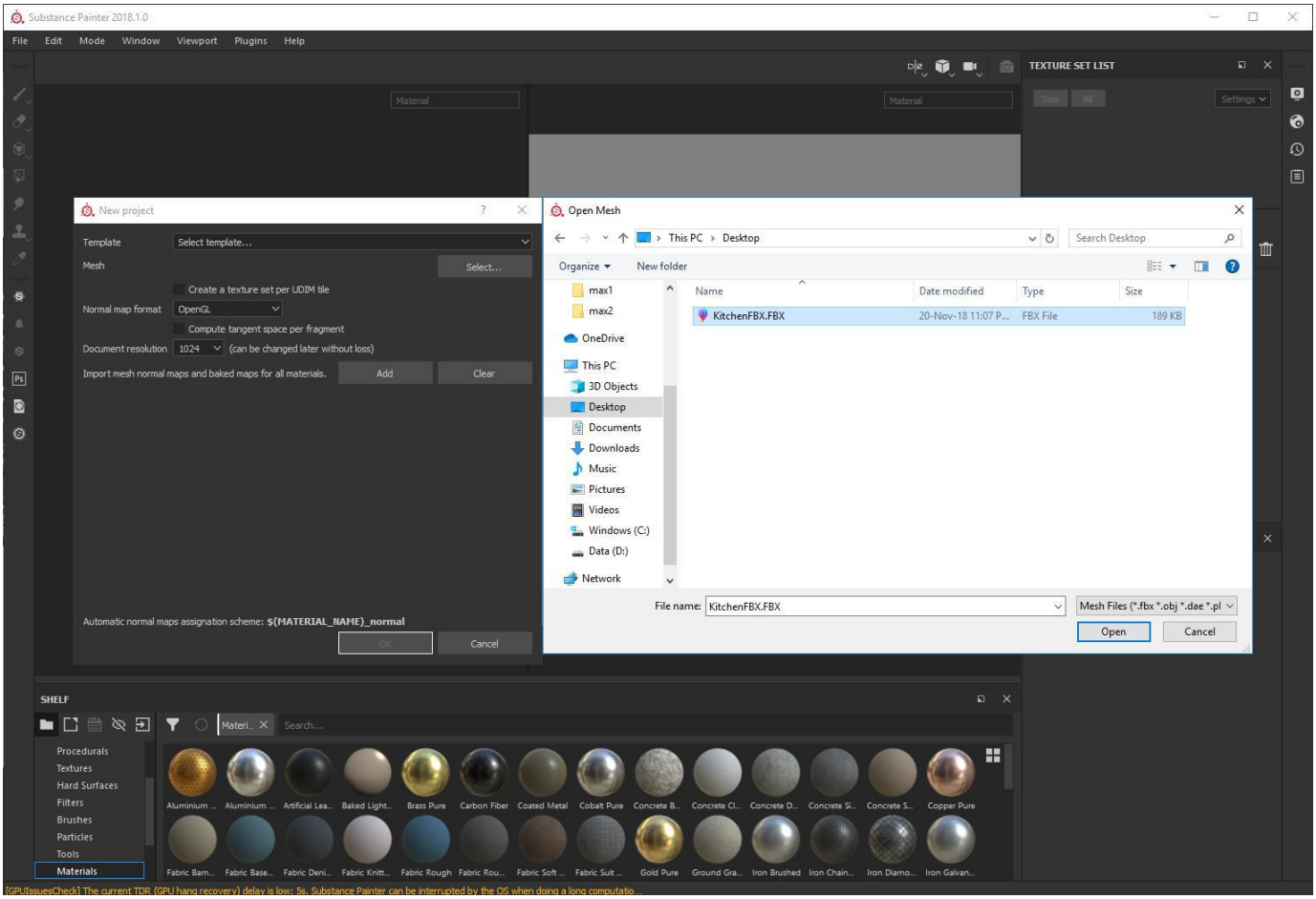
23. Floor UV 1



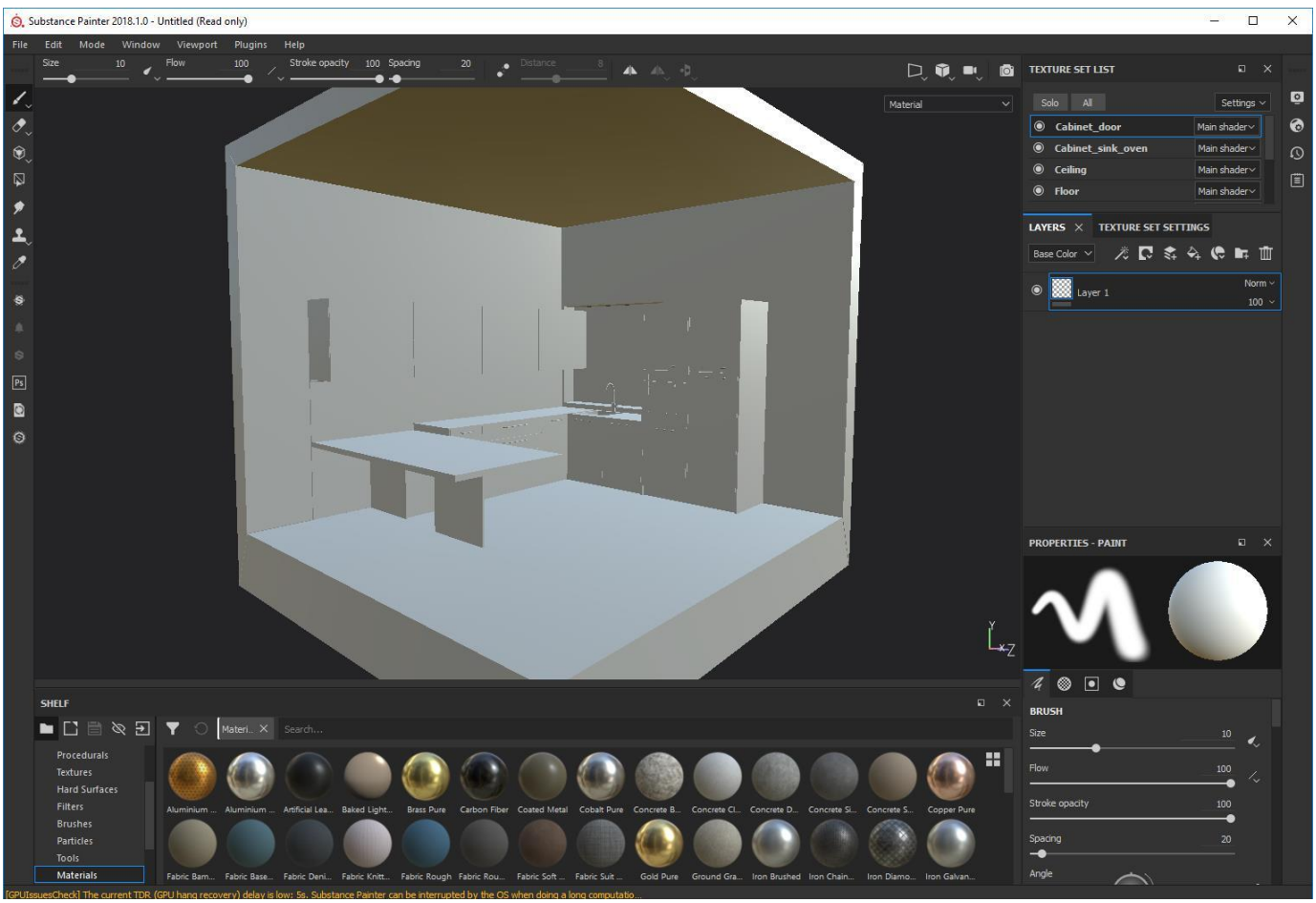
24. Floor UV 2



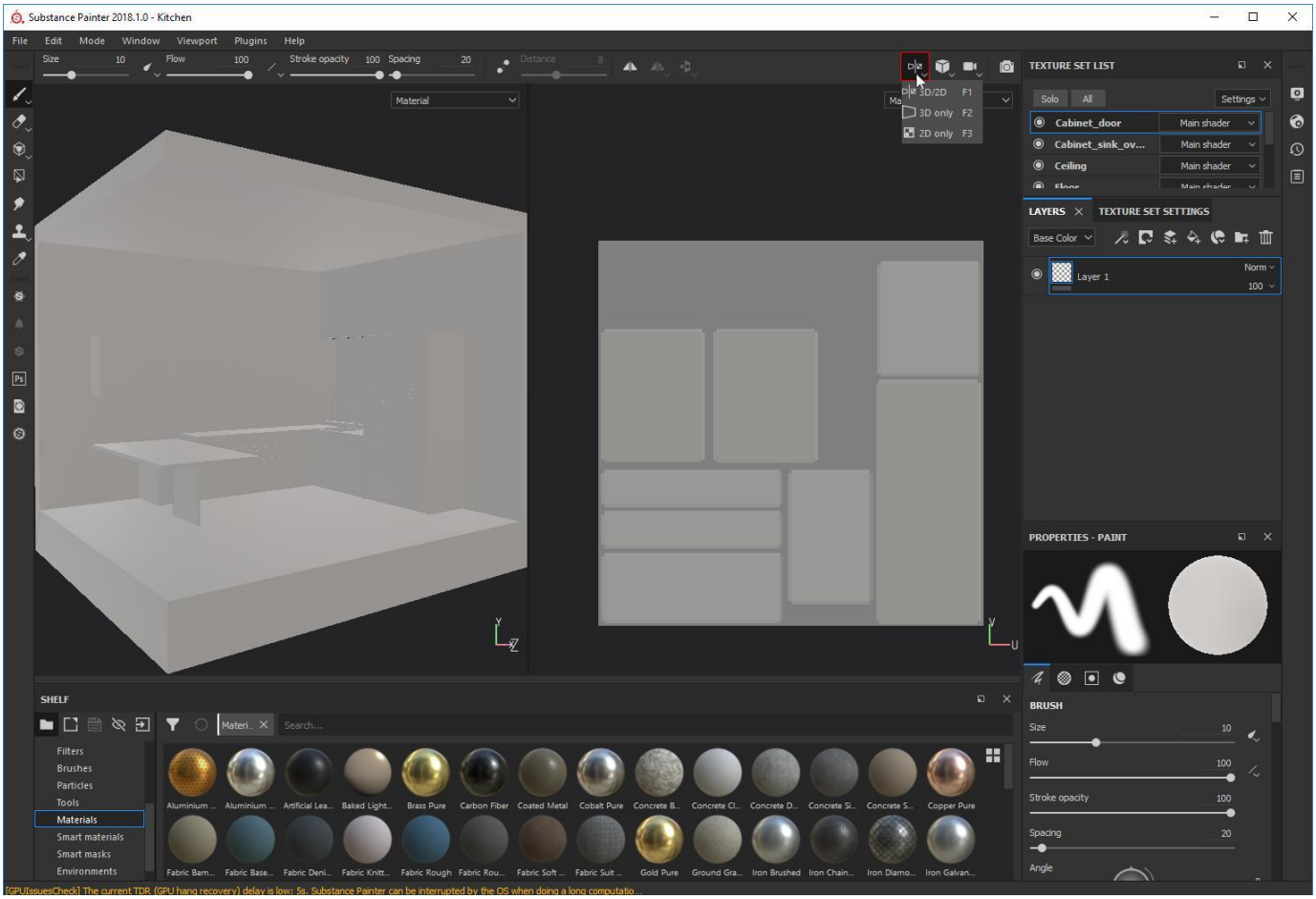
25. Import Kitchen FBX into Substance Painter



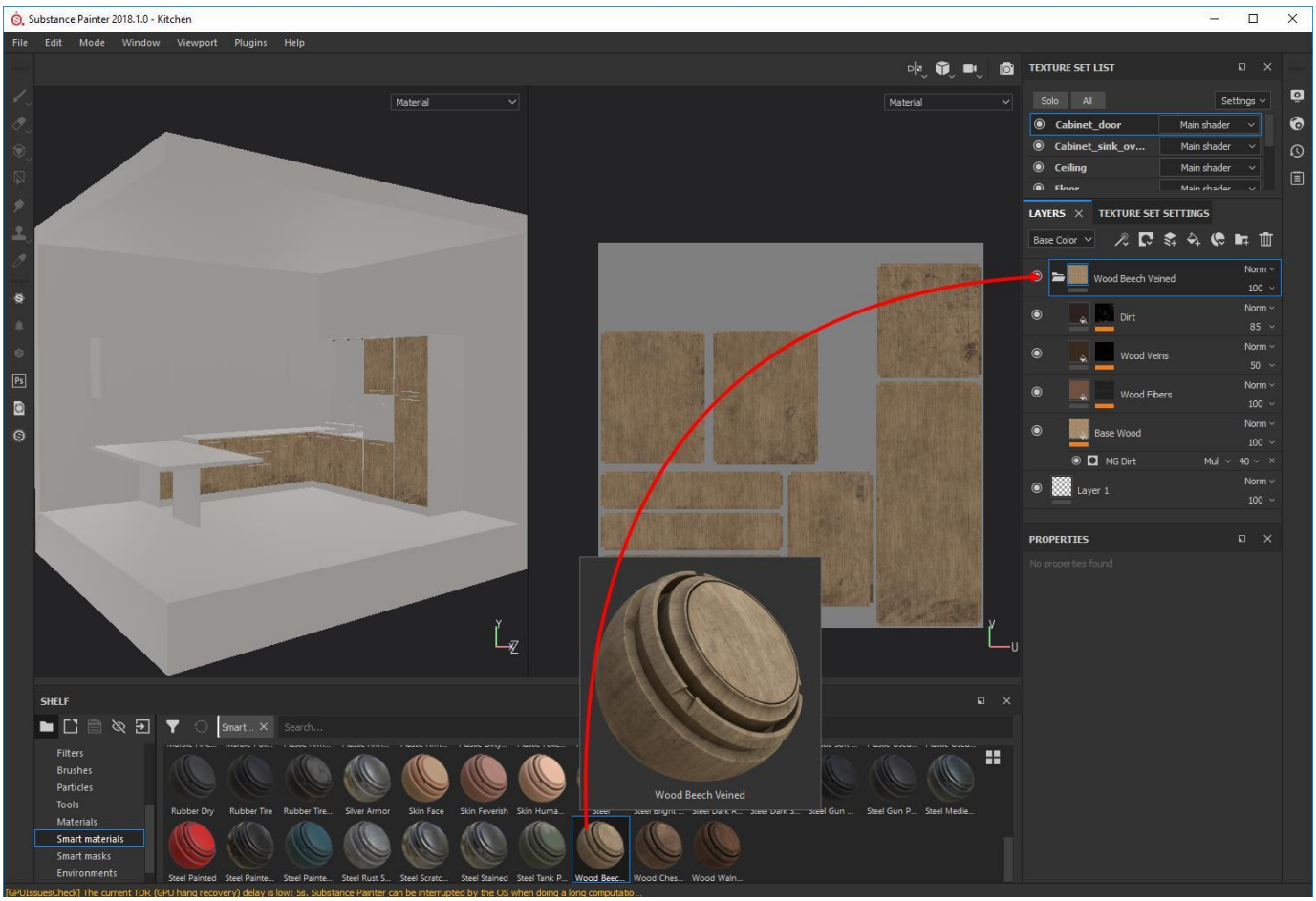
26. After import Kitchen FBX into Substance Painter



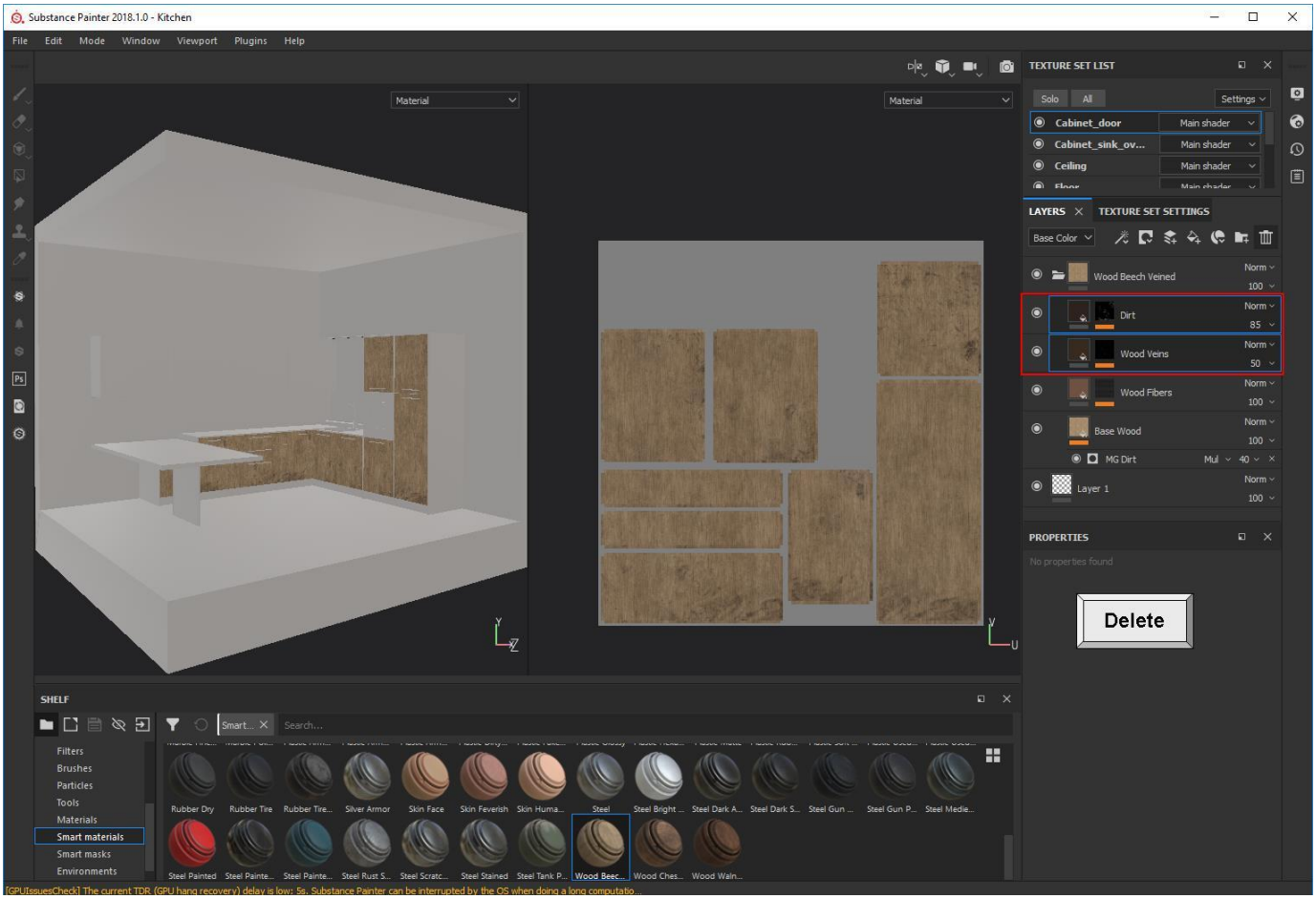
27. Switch to 3D/2D Viewport



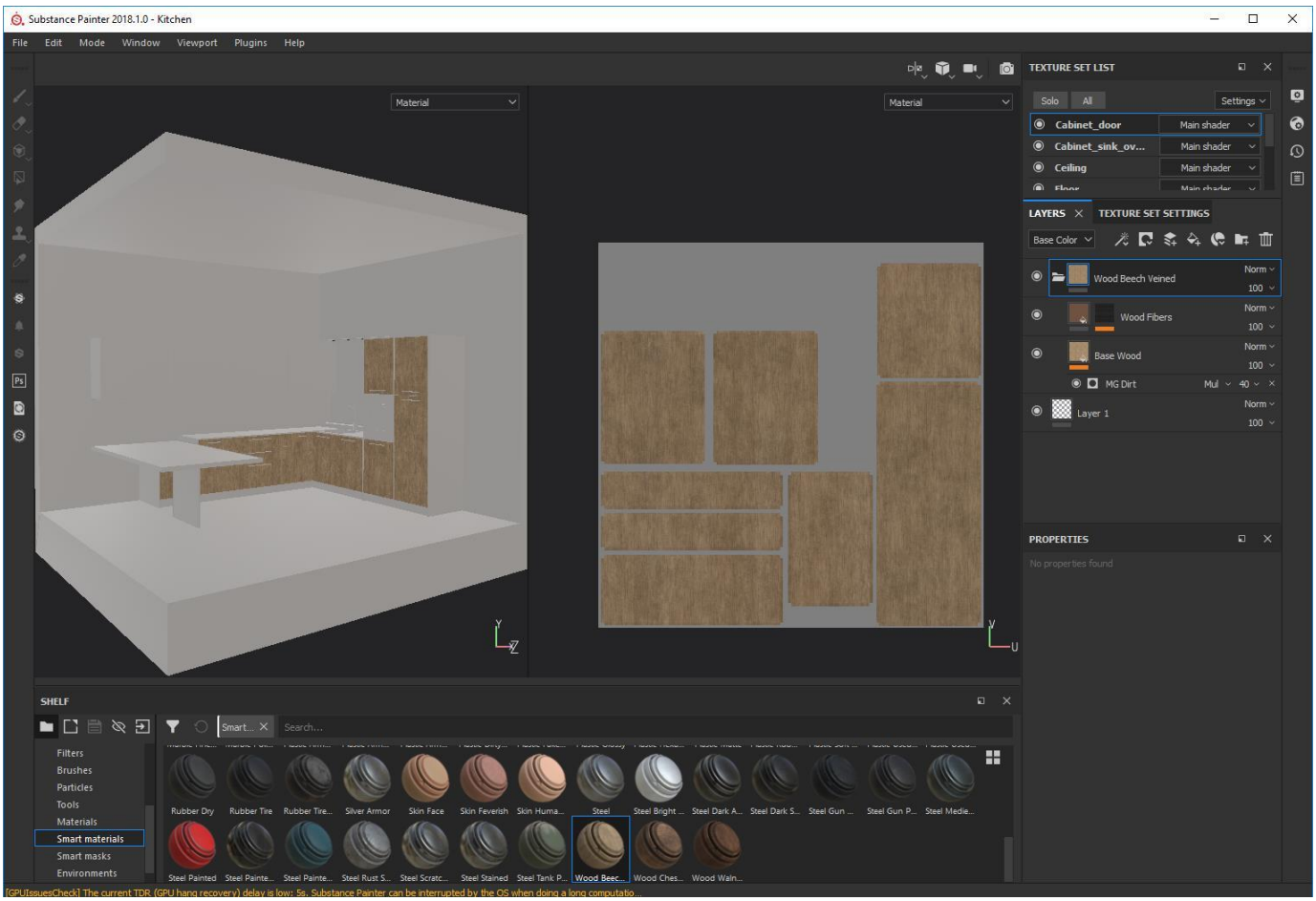
28. Select Material ID: Cabinet_door, and drag Wood Beech Veined



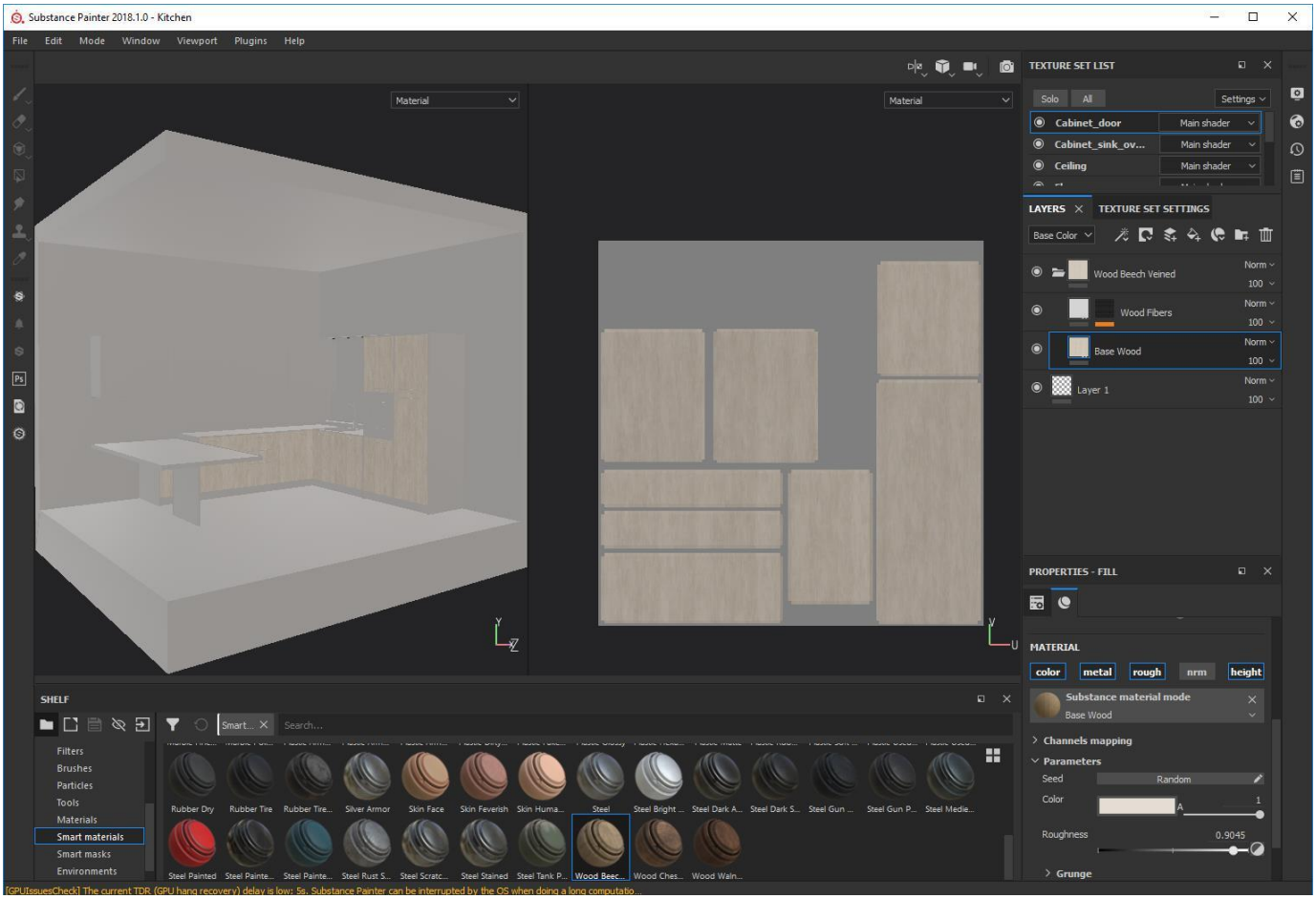
29. Delete both "Dirt" and "Wood Veins" layer (Because we don't need it)



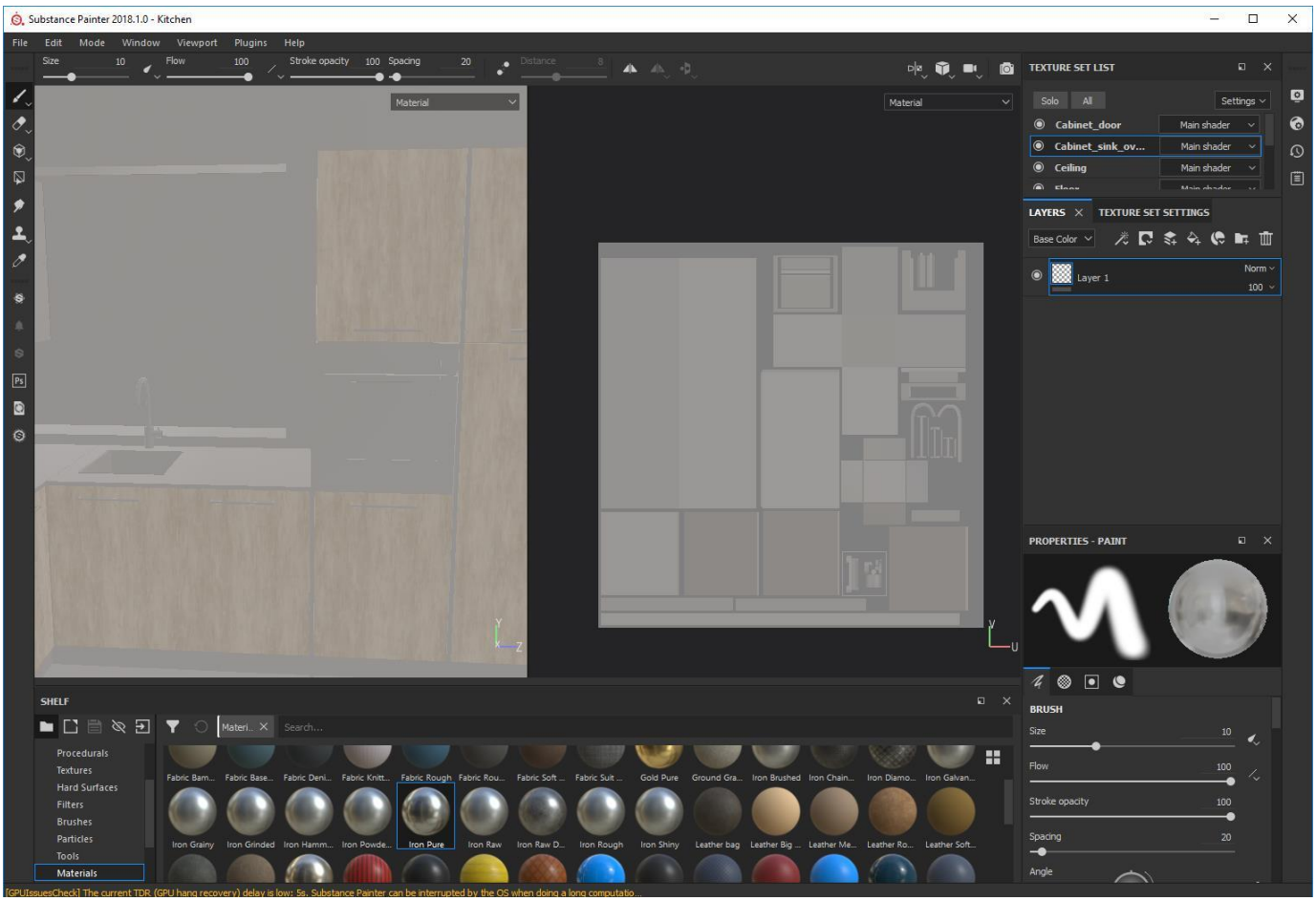
30. After delete both "Dirt" and "Wood Veins" layer



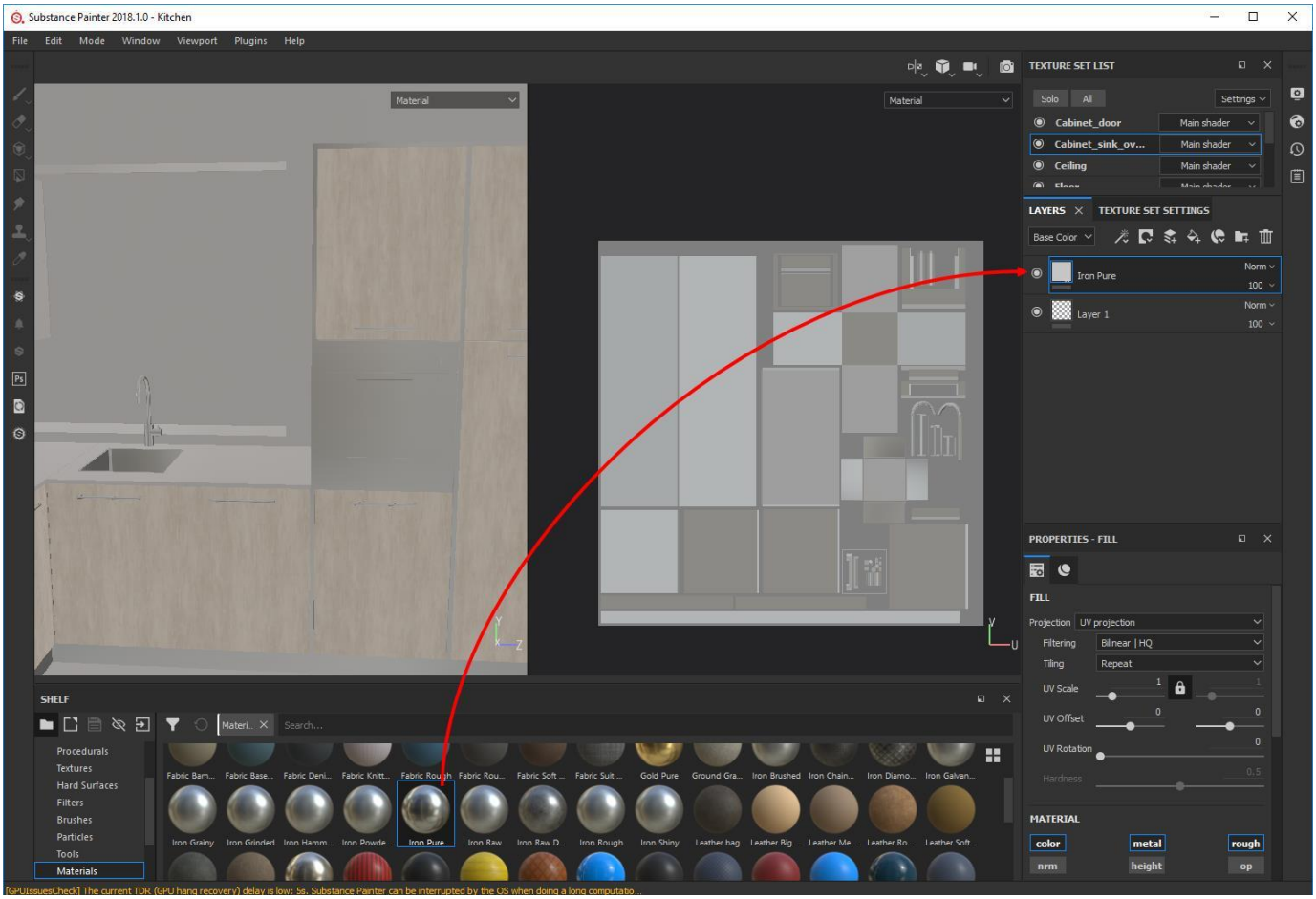
31. Select "Base Wood" layer and adjust the color



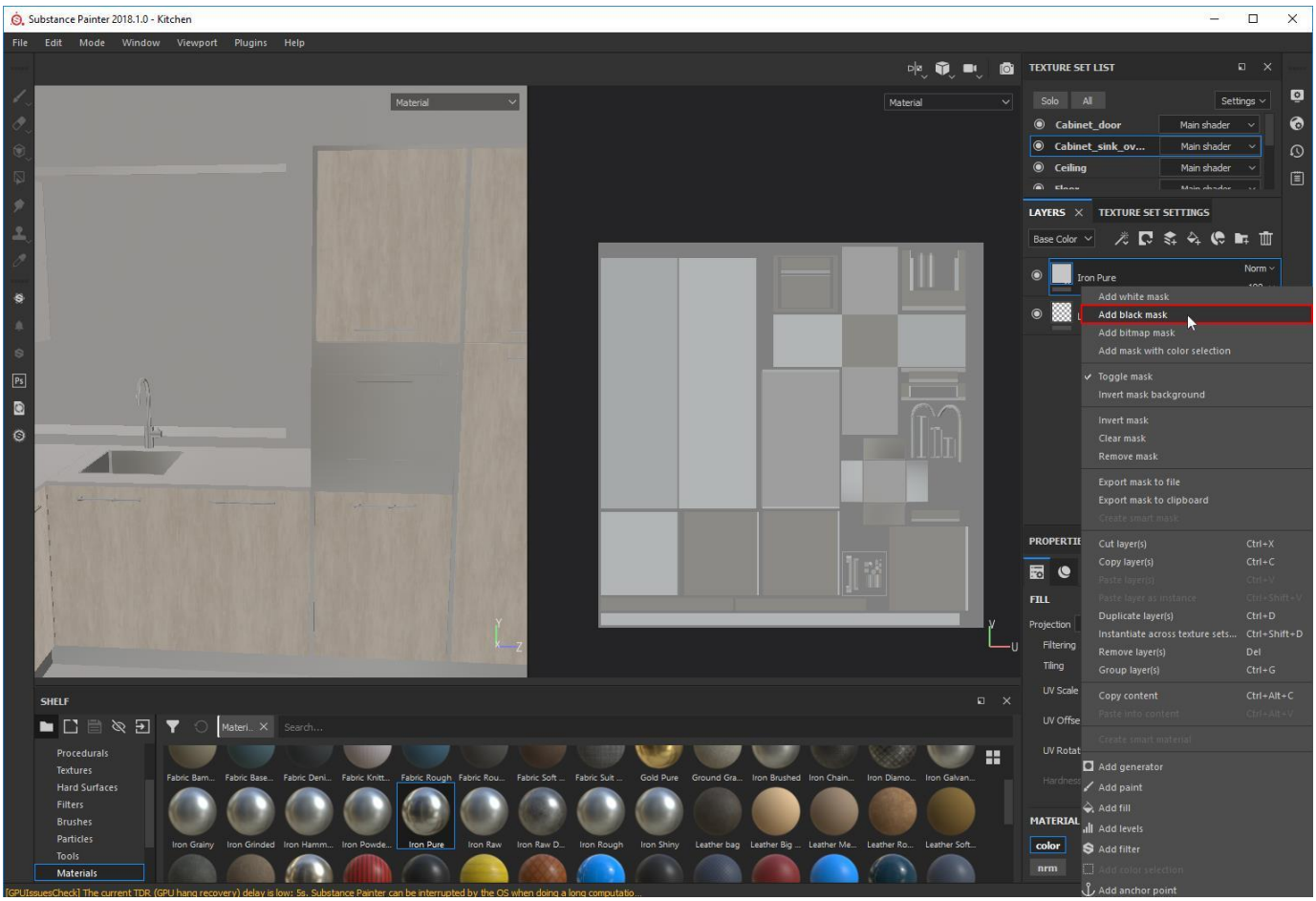
32. After finish, we select another Material ID: Cabinet_sink_oven



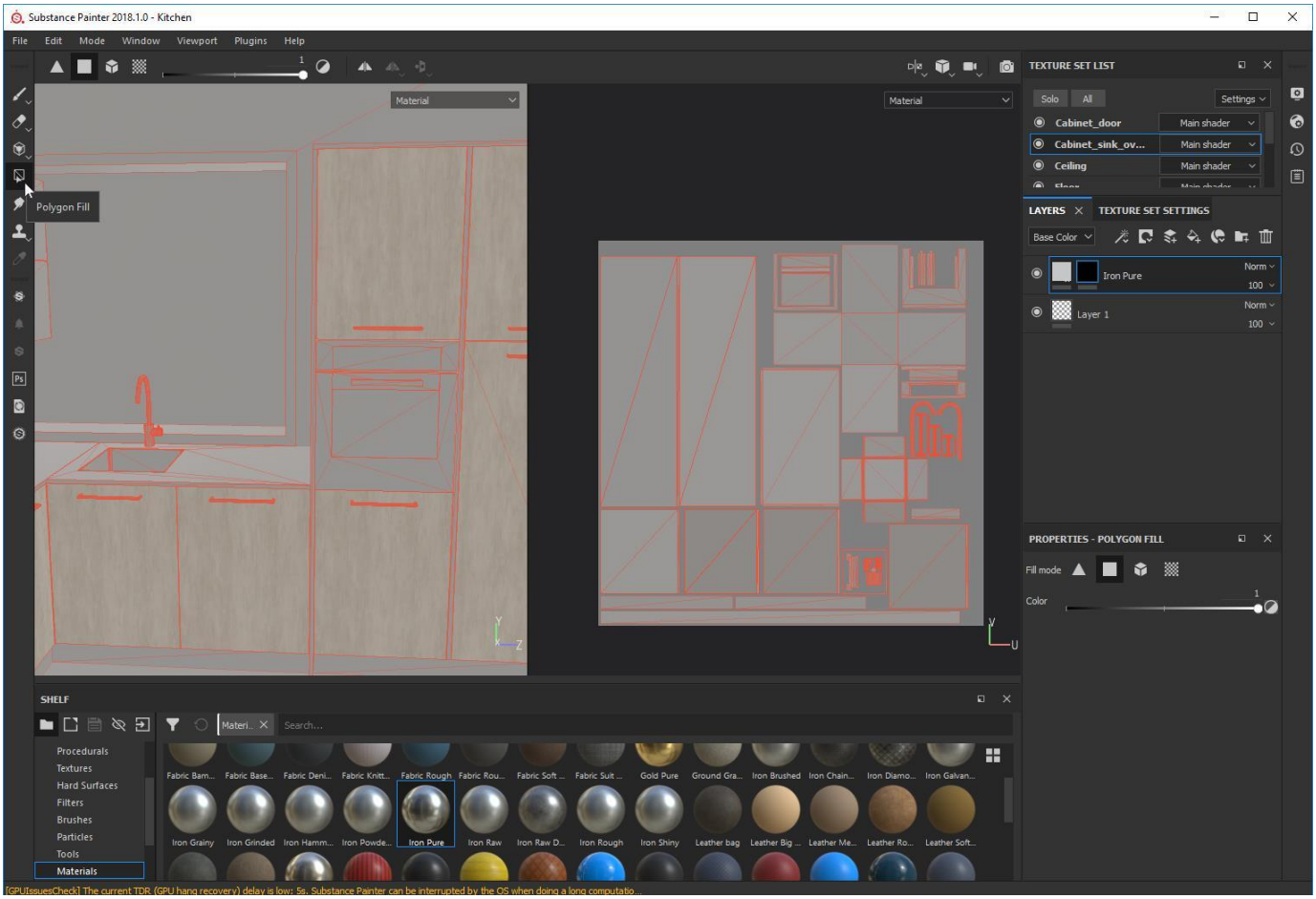
33. Select Iron Pure and drag into layers



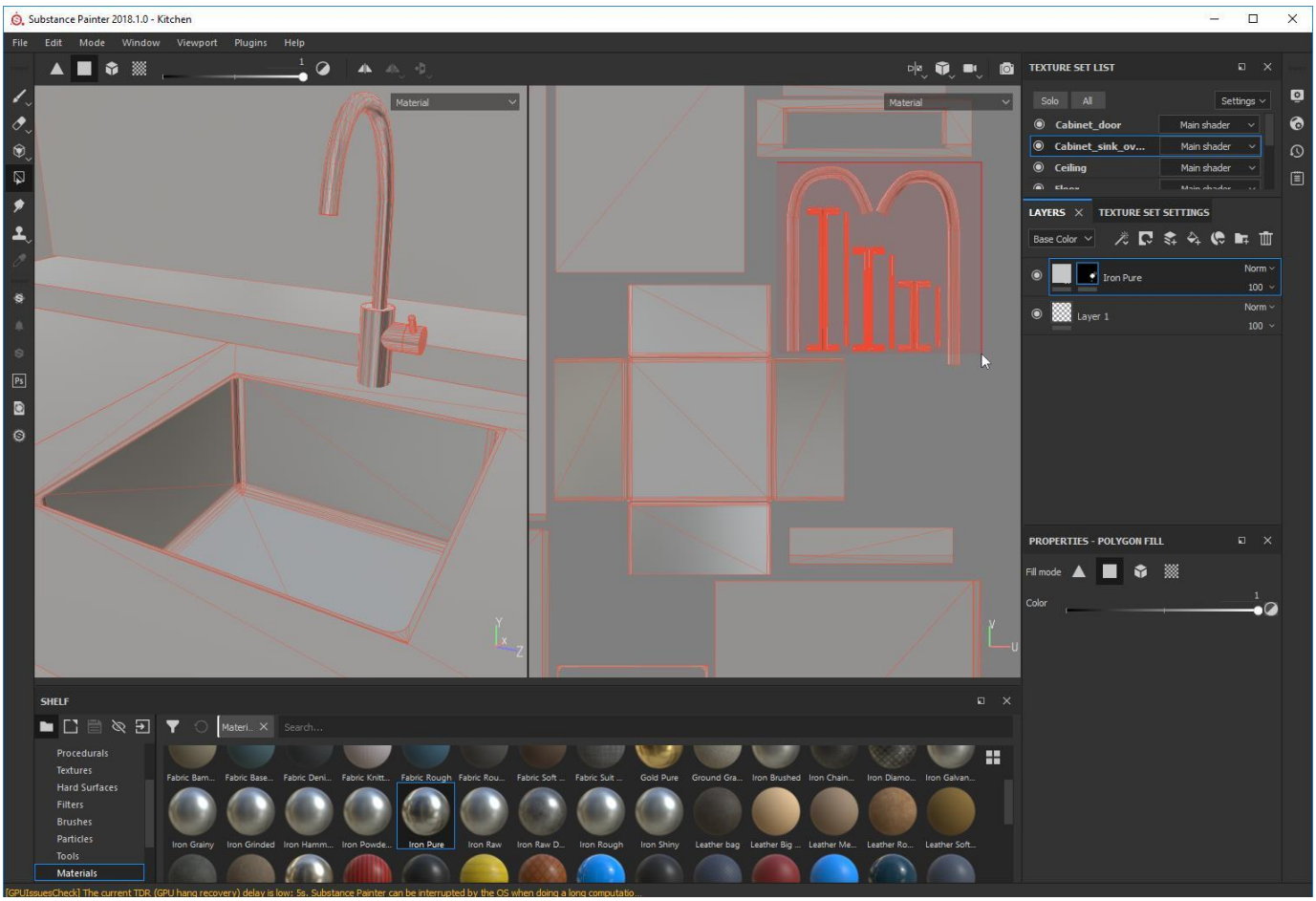
34. Add black mask



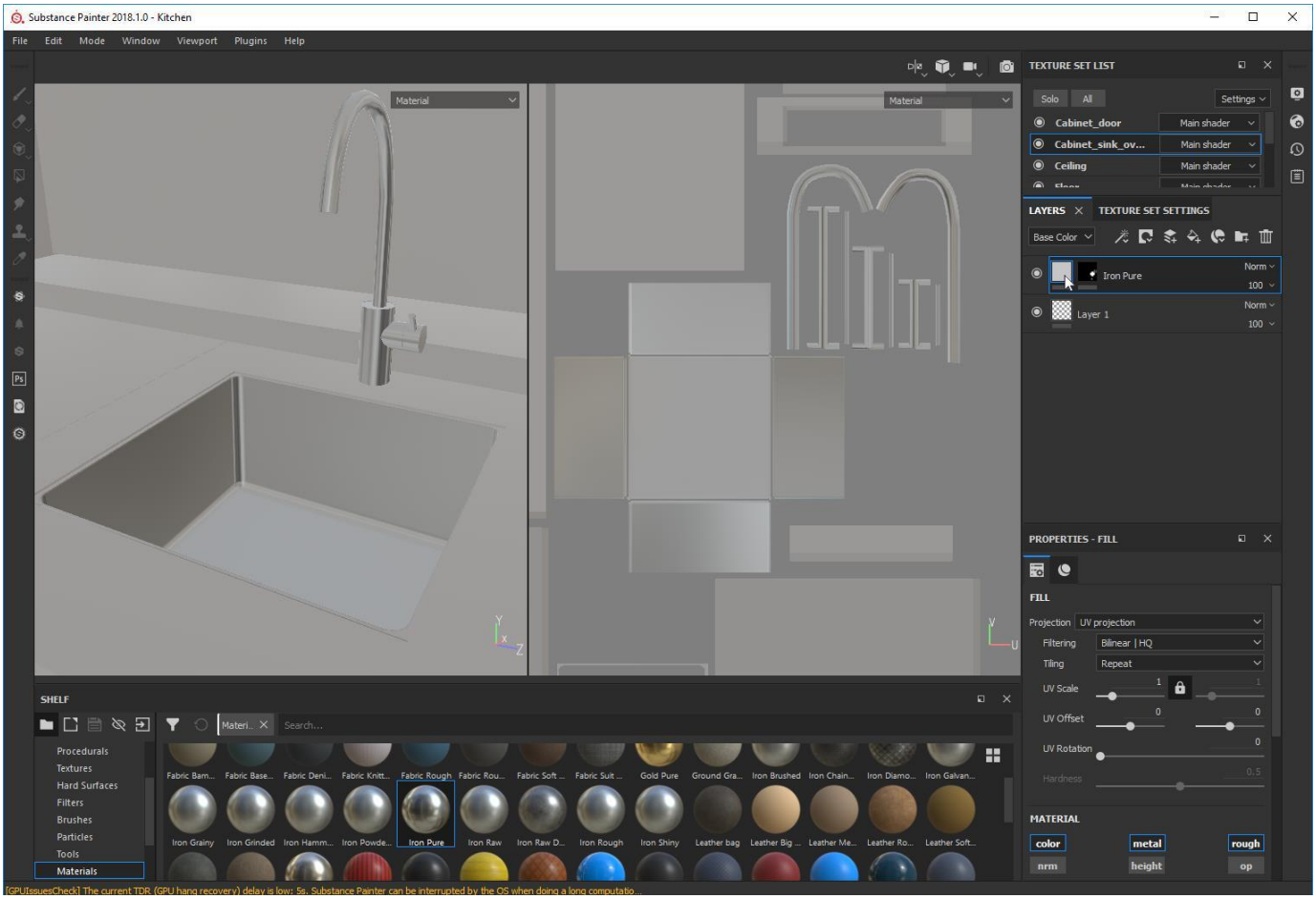
35. Click on Polygon Fill



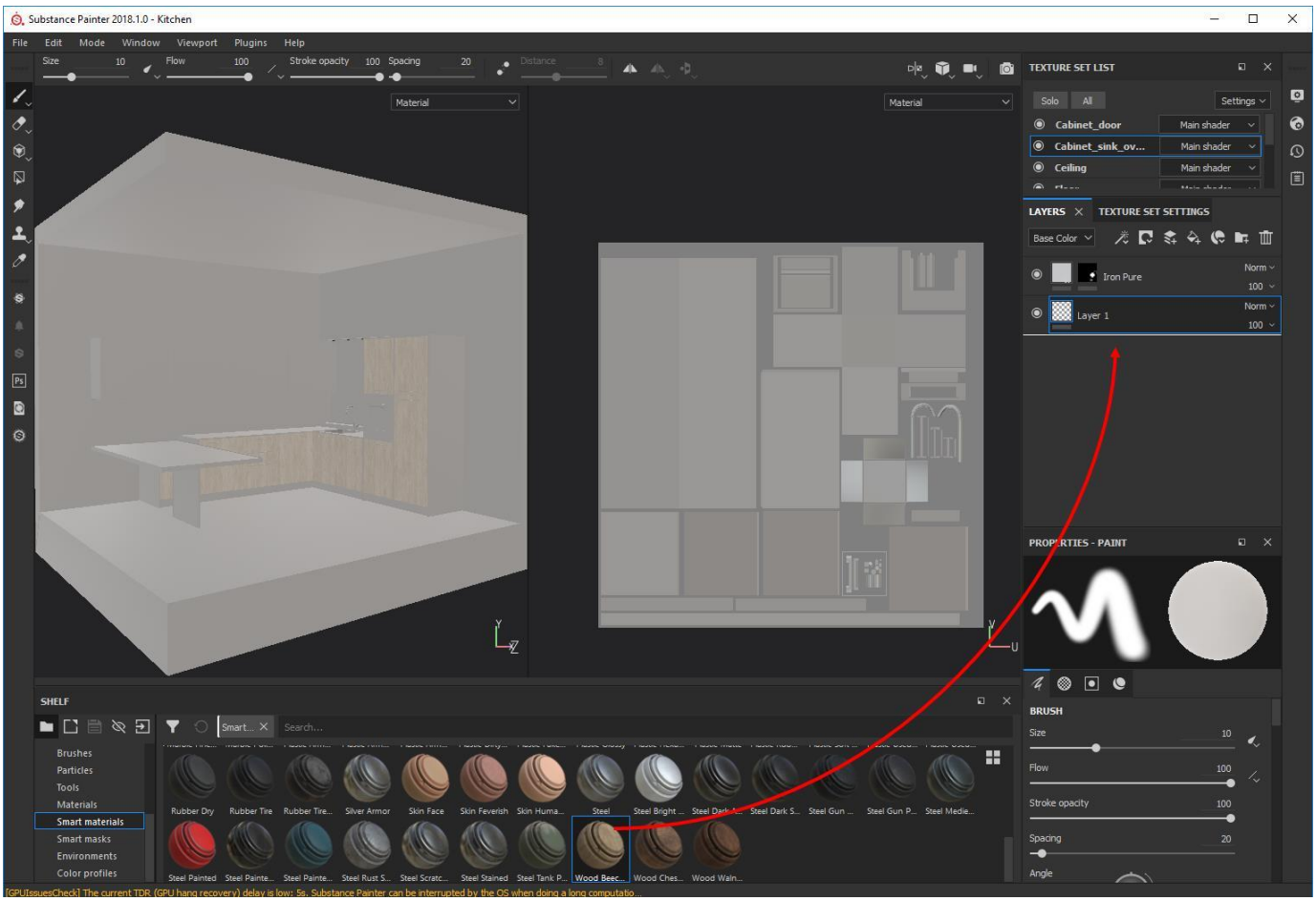
36. Select the area you want to fill as Iron Pure material, example faucet water and sink



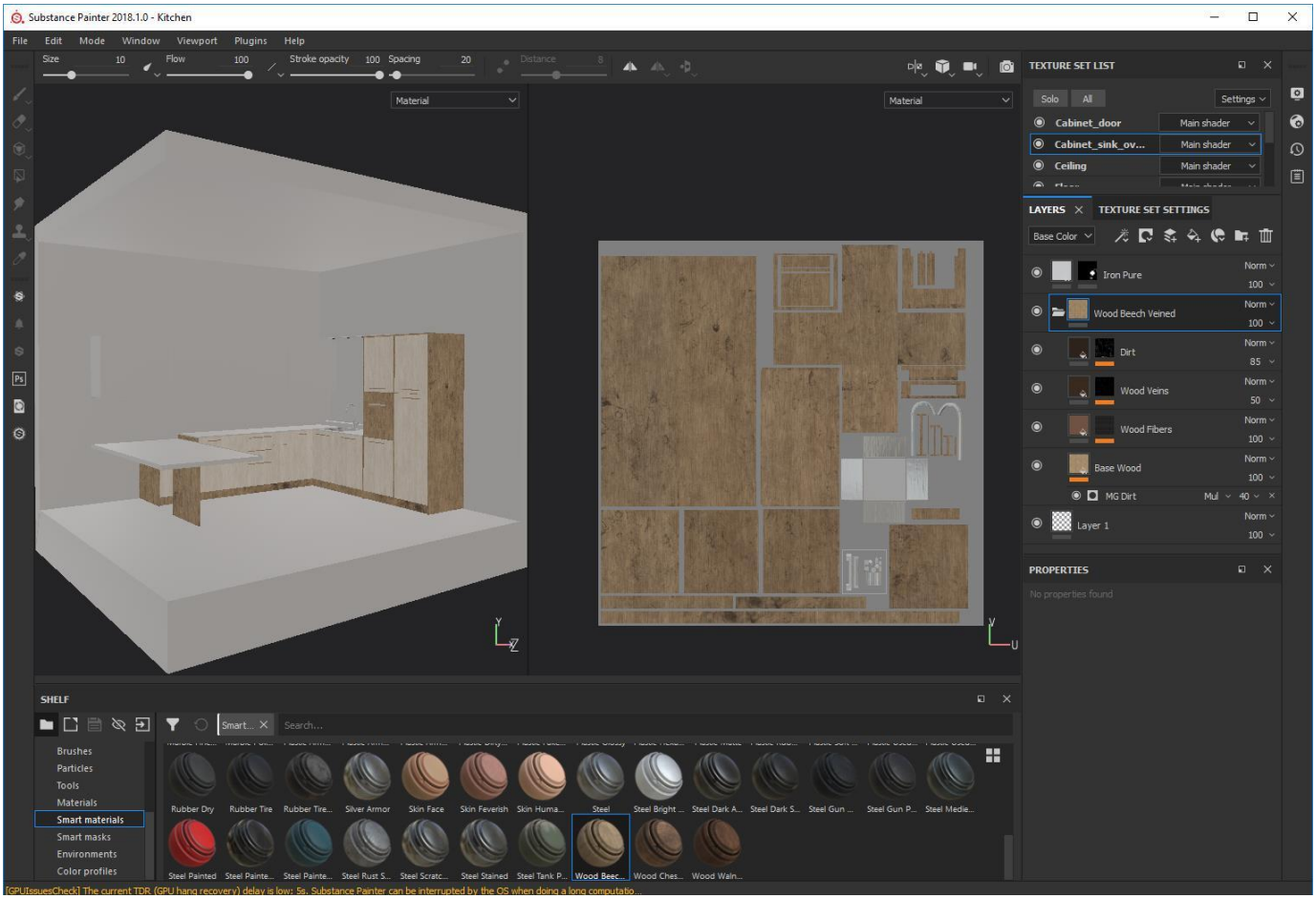
37. Done



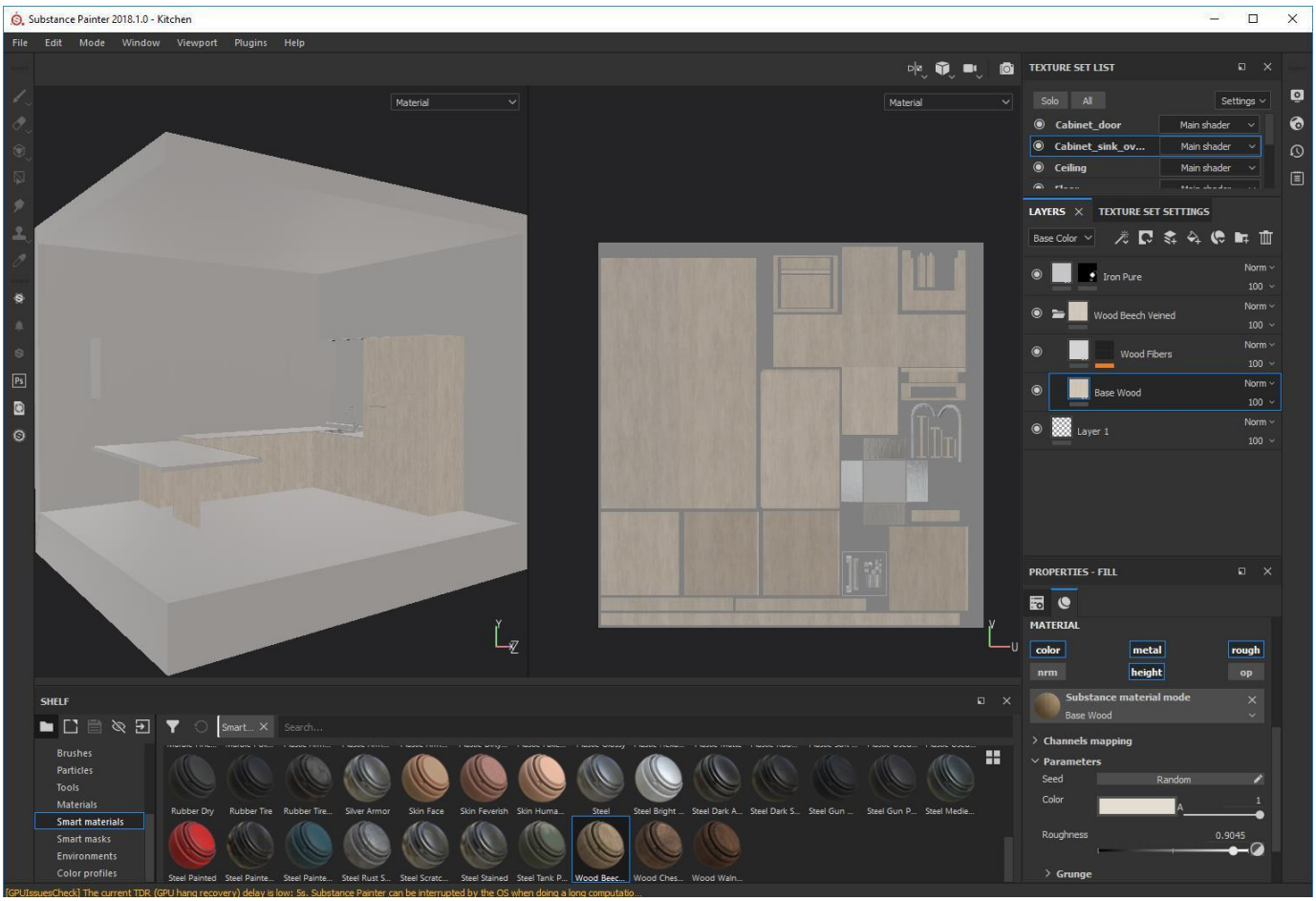
38. Drag Wood Beech Veined into layers



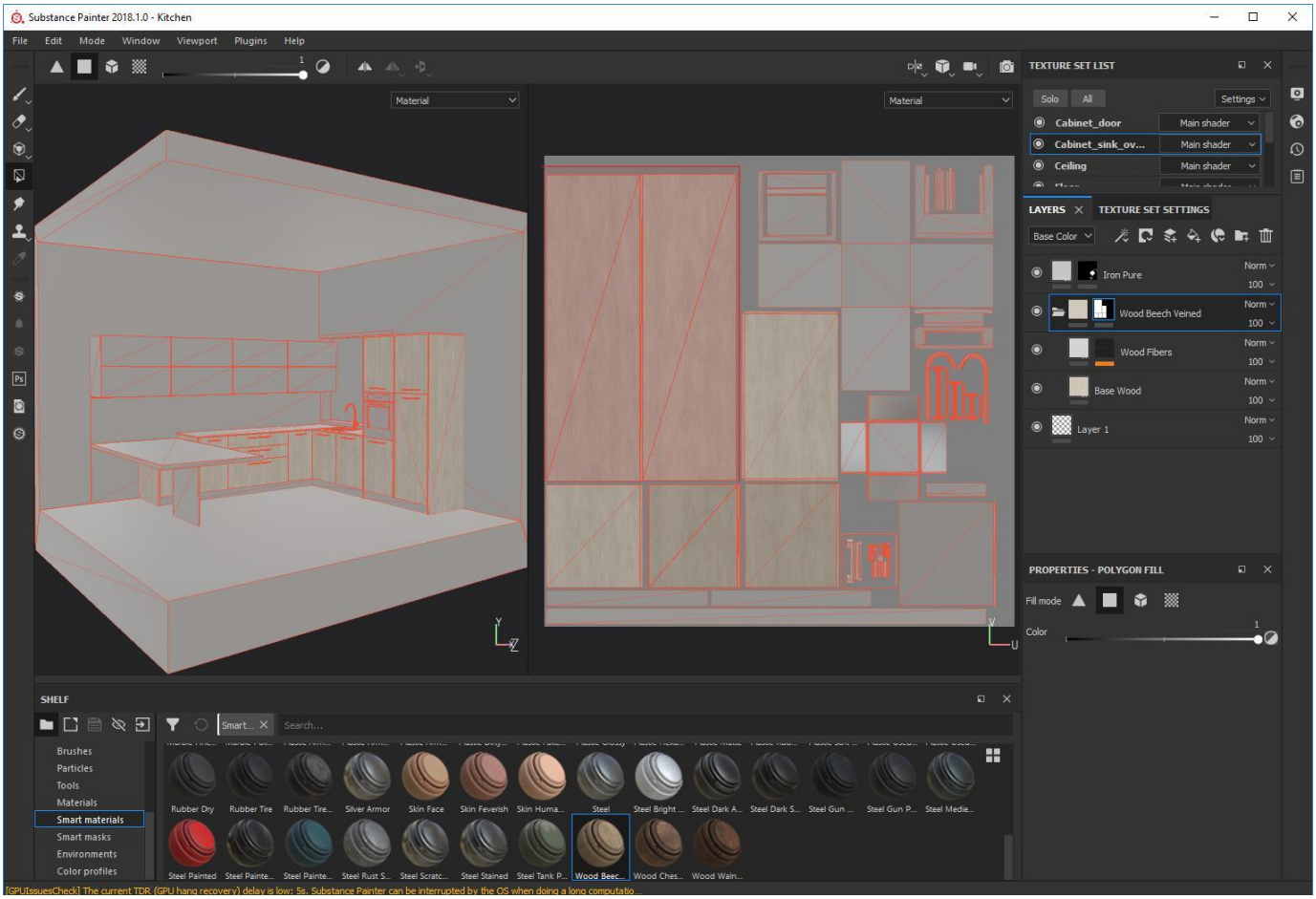
39. After drag Wood Beech Veined into layers



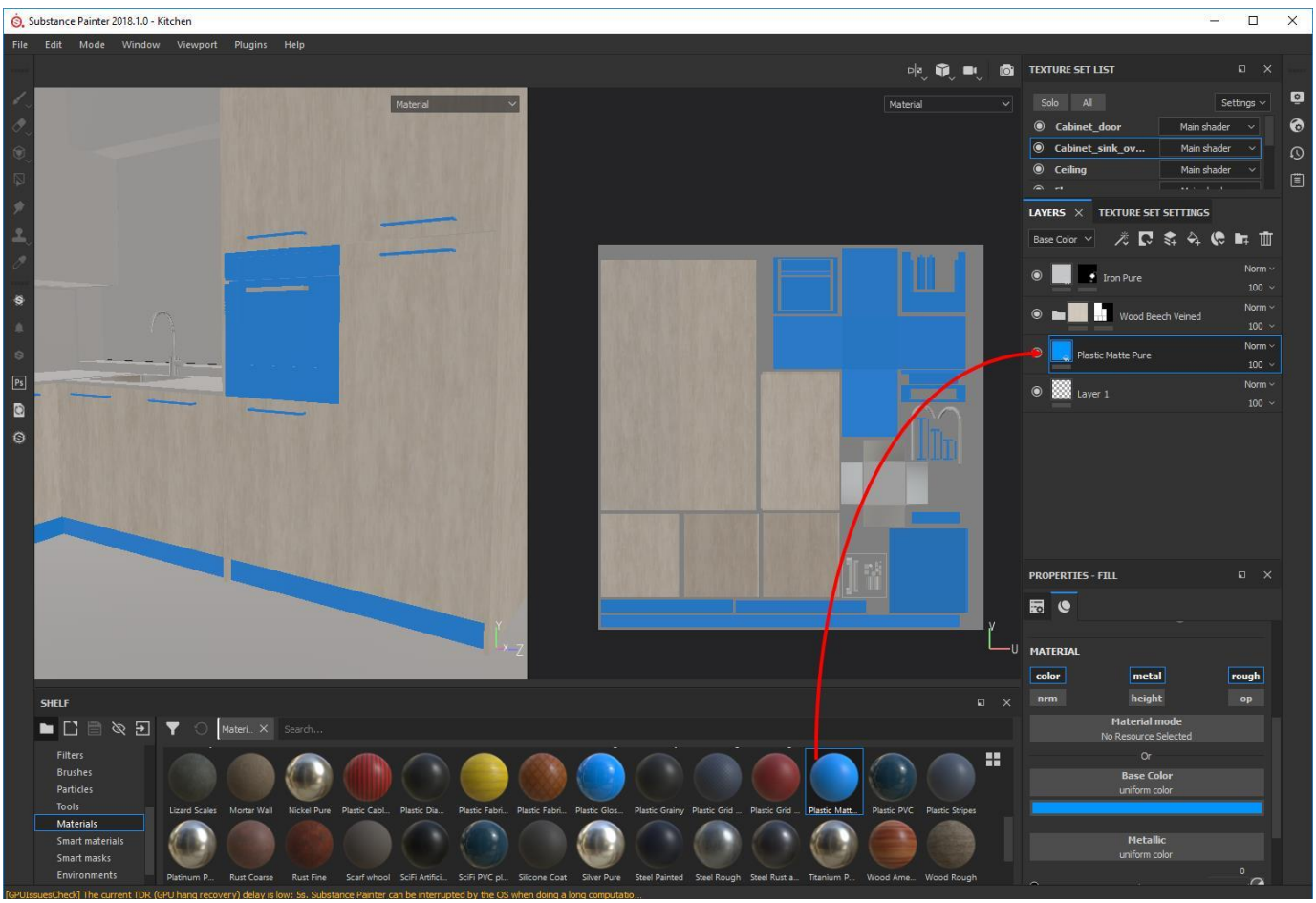
40. Repeat same step, delete both "Dirt" and "Wood Veins" layer, and adjust "Base Wood" color



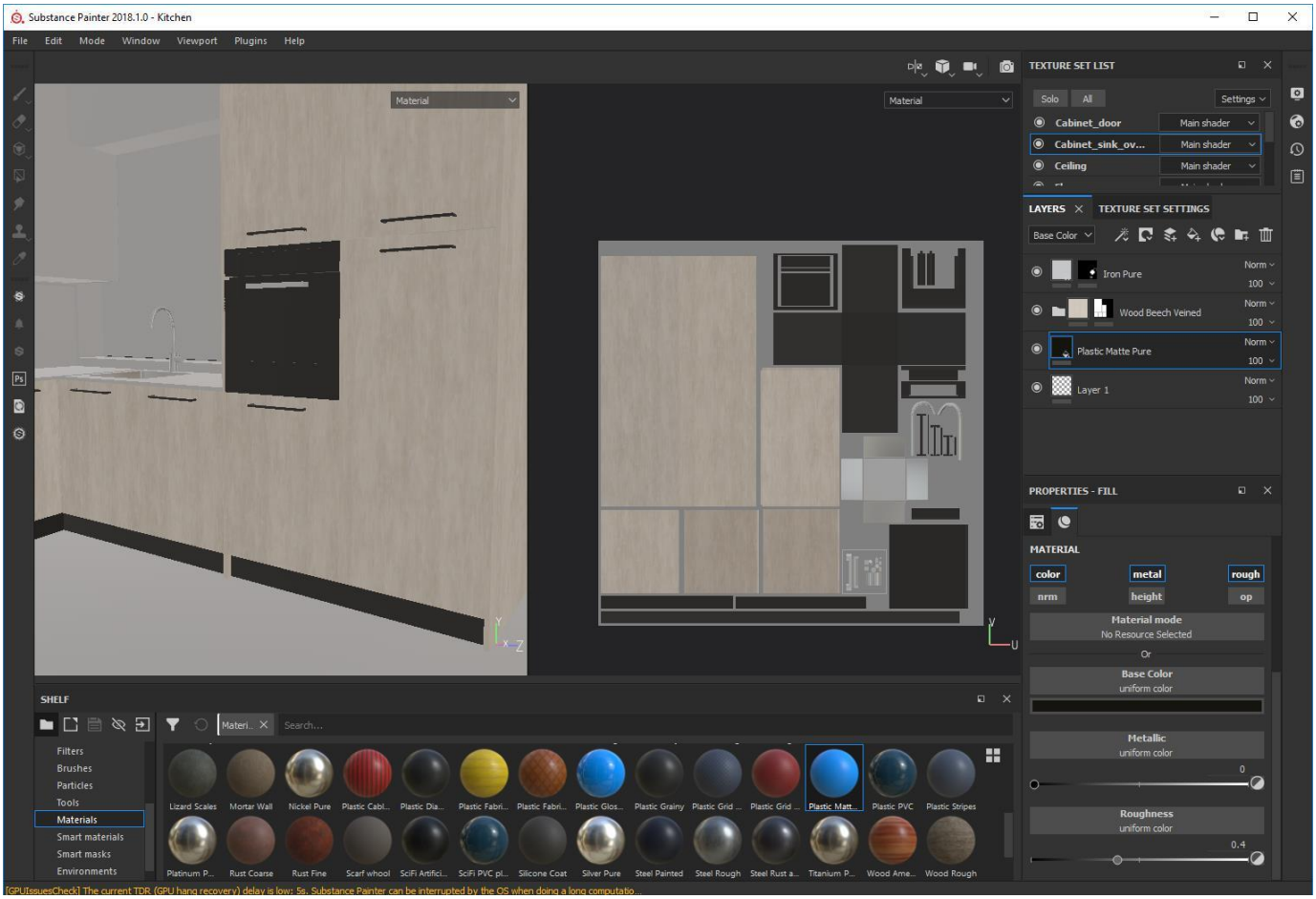
41. Add black mask and use Polygon Fill for area to fill Wood Beech Veined



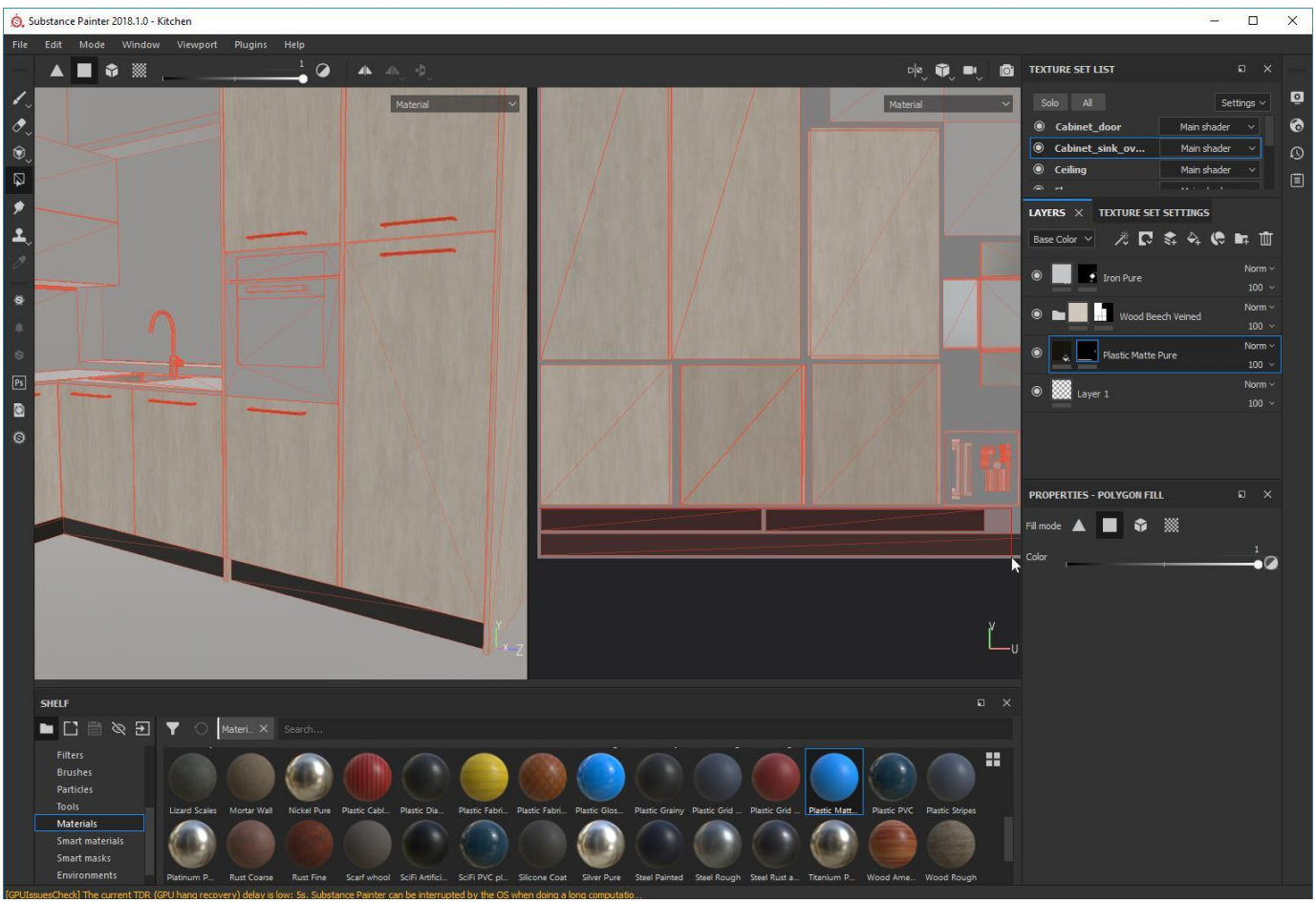
42. Next we add Plastic Matte Pure material into Layers



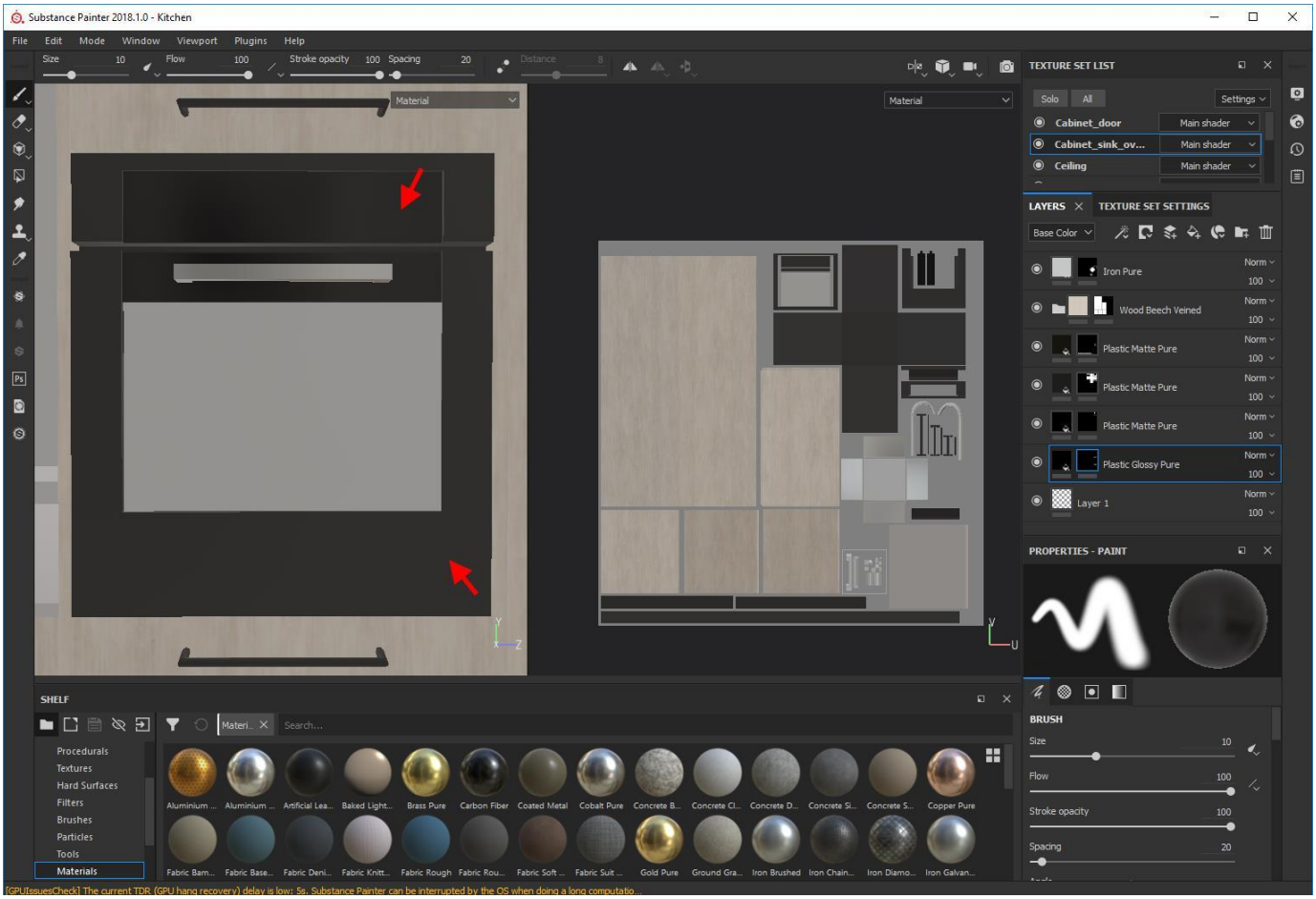
43. Adjust the Base color



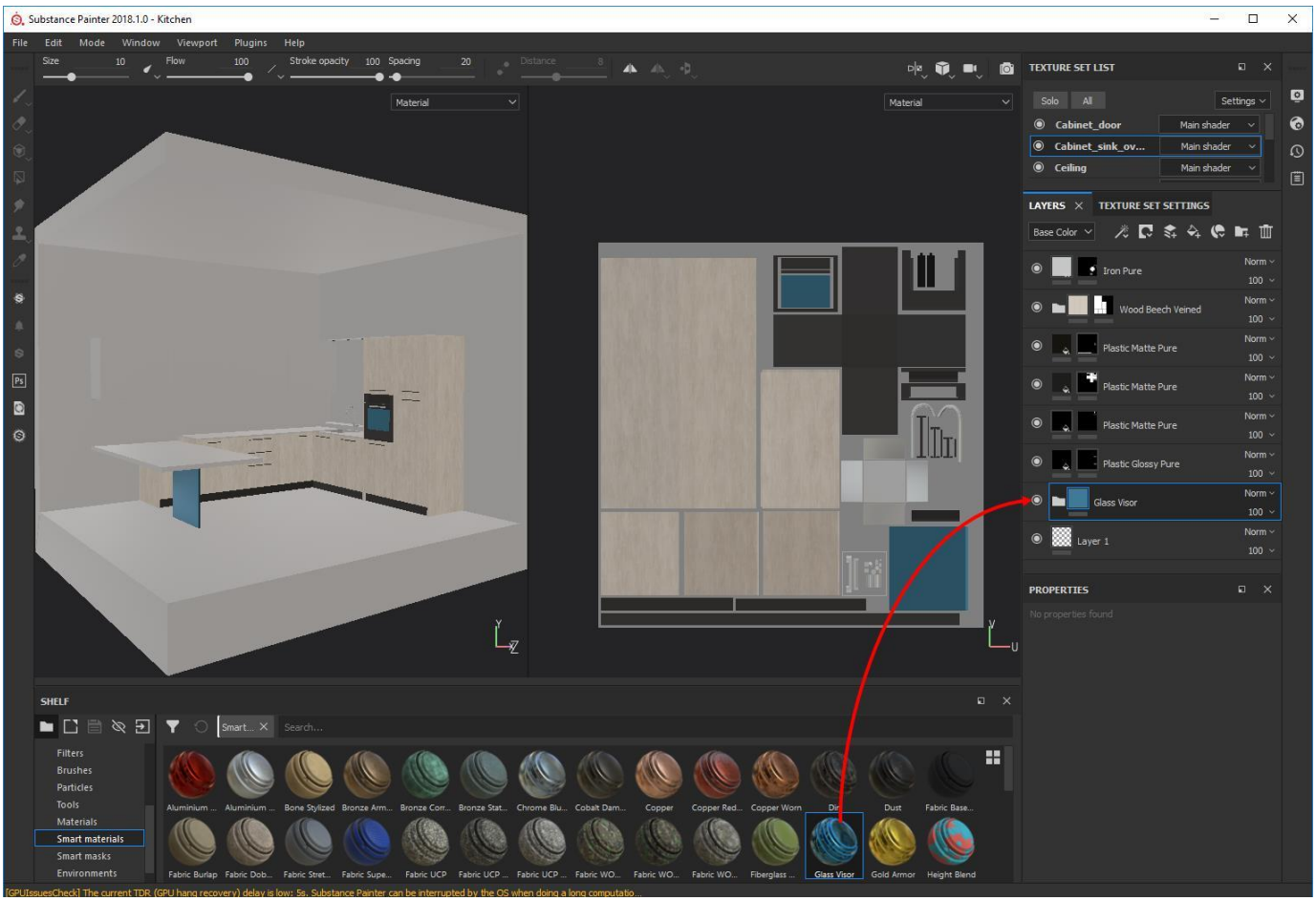
44. Add black mask and fill the uv area



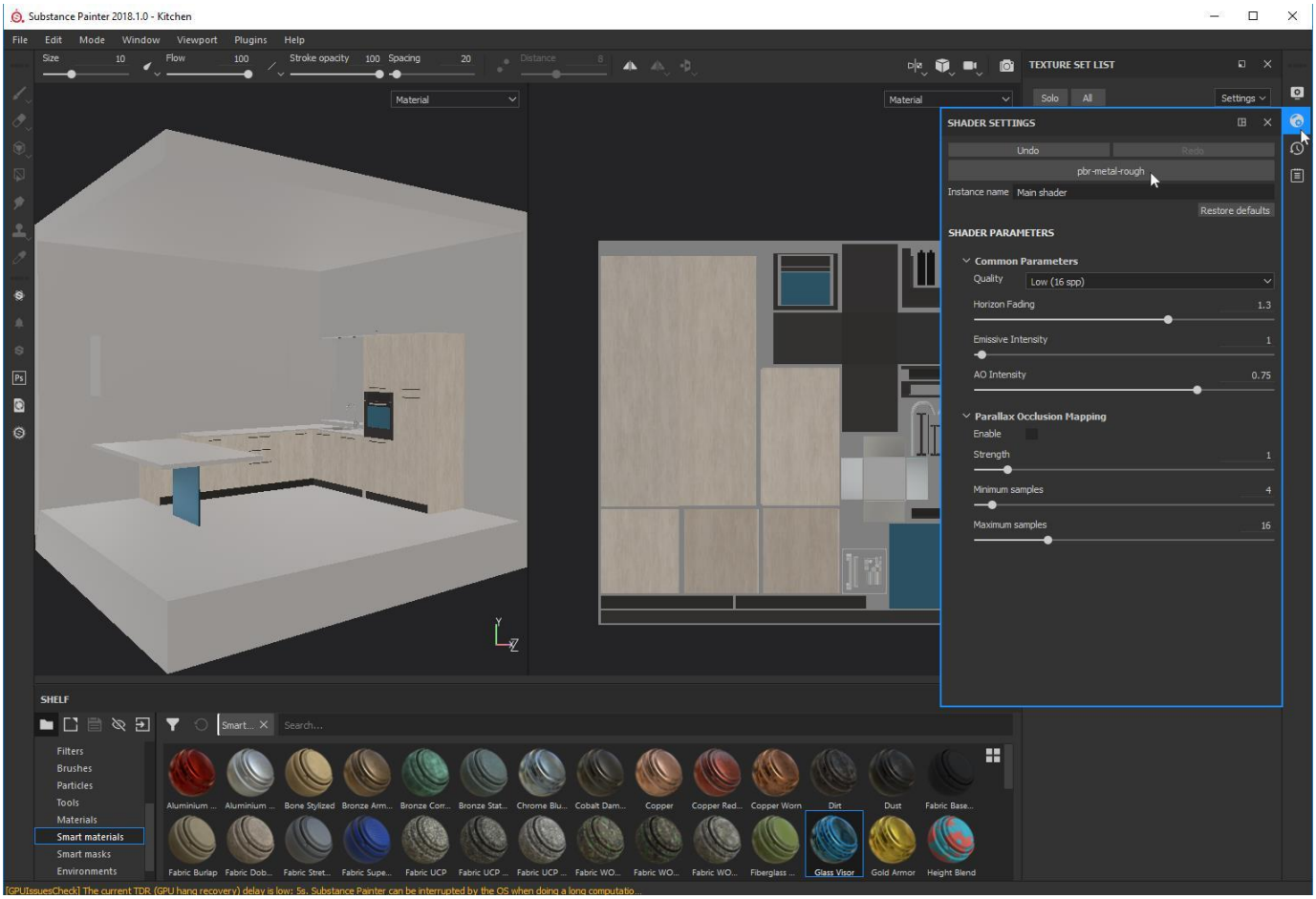
45. Repeat same step, but different roughness (Roughness 0.4 and Roughness 1)



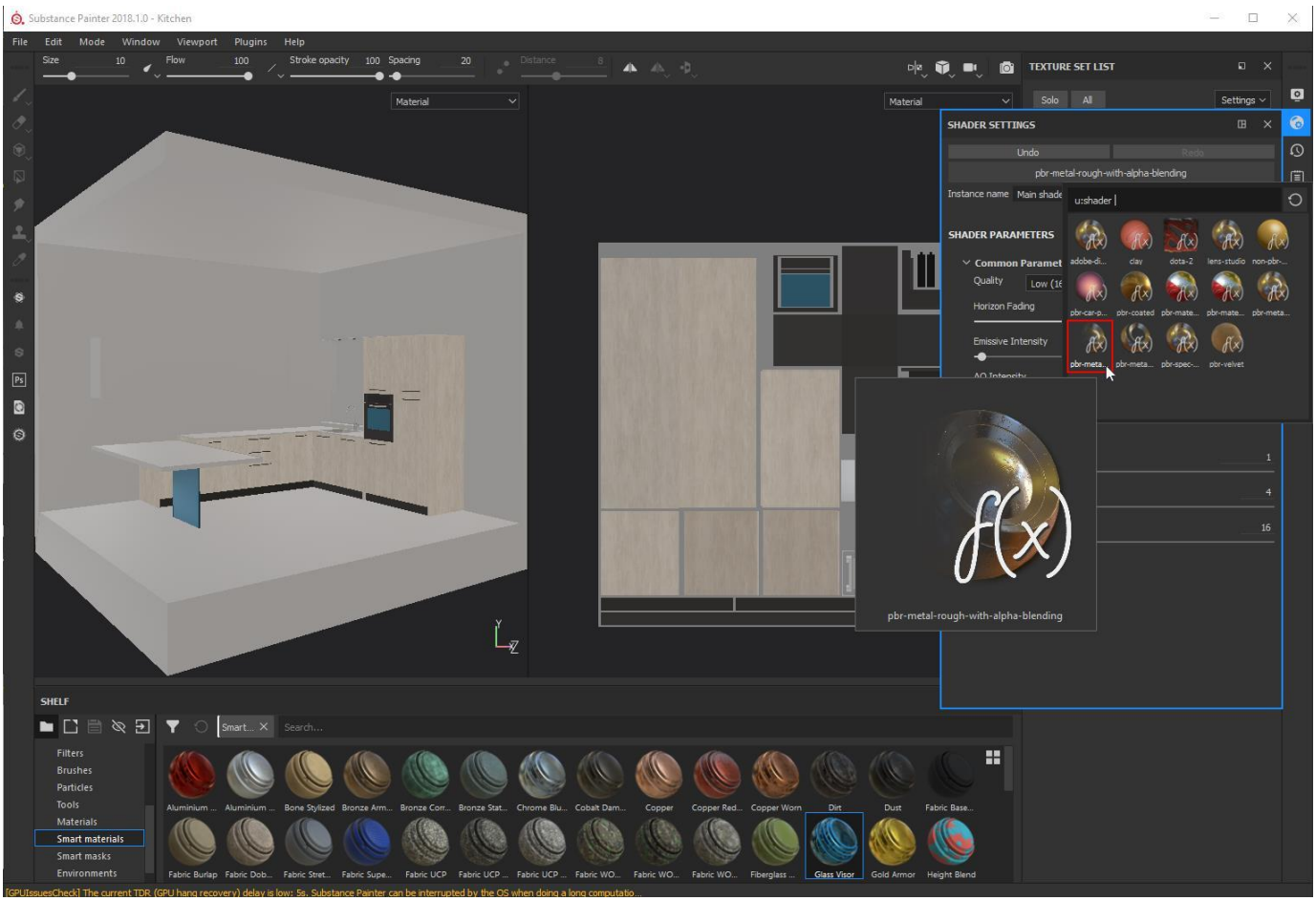
46. Drag Glass Visor smart material into Layers



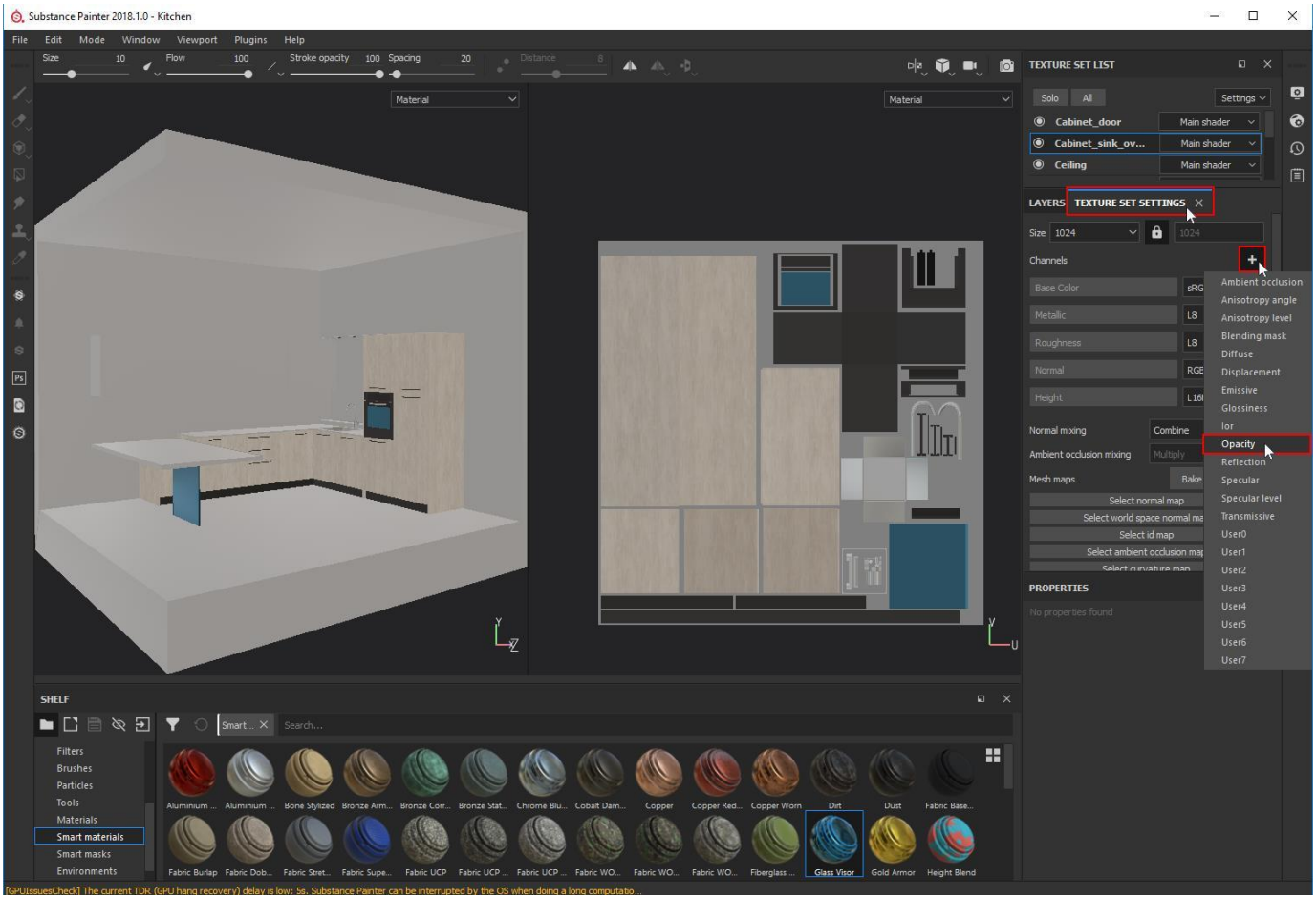
47. Click Shader Settings and click pbr-metal-rough



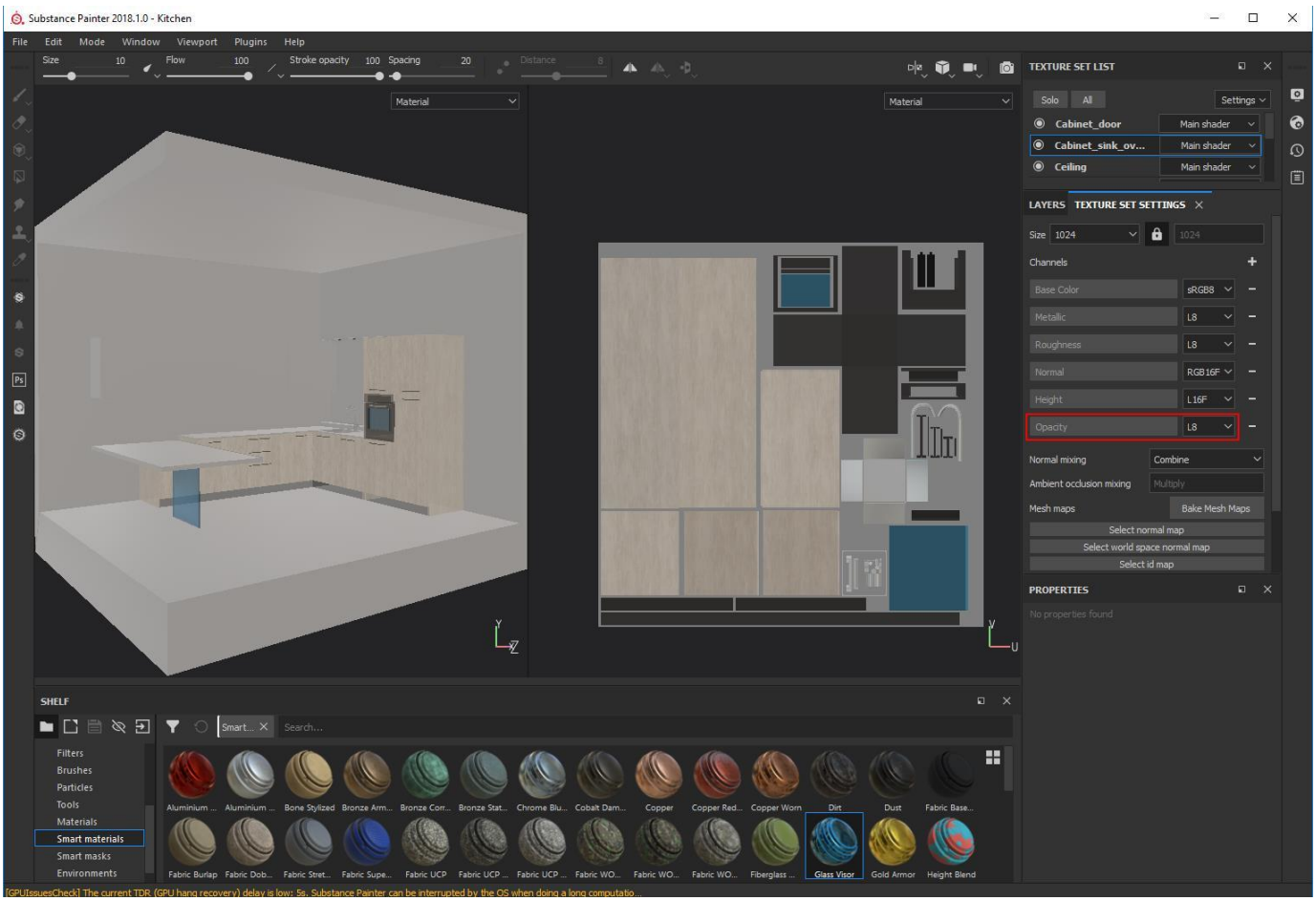
48. Change to pbr-metal-rough-with-alpha-blending



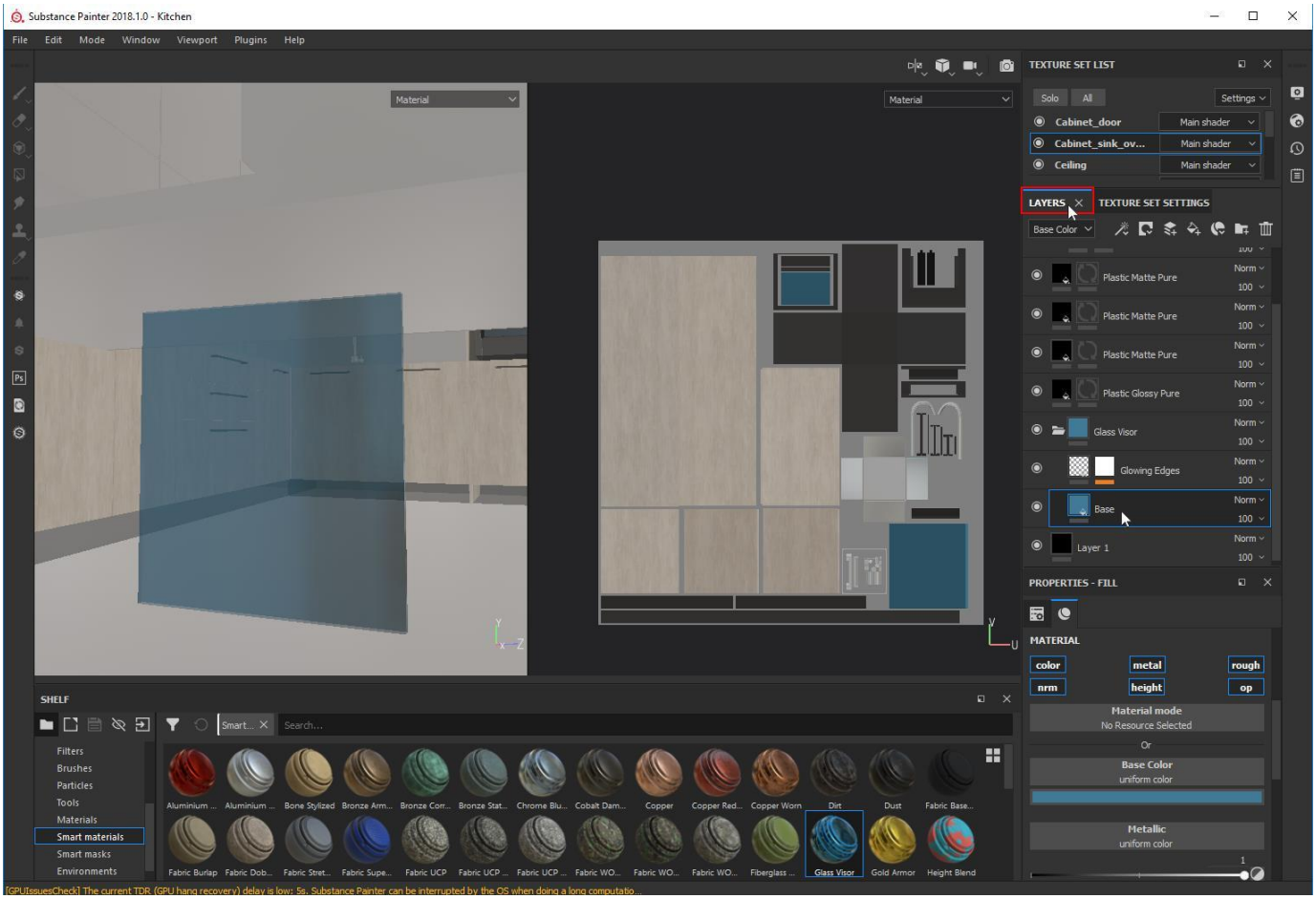
49. Click on "Texture Set Settings" , and add Opacity



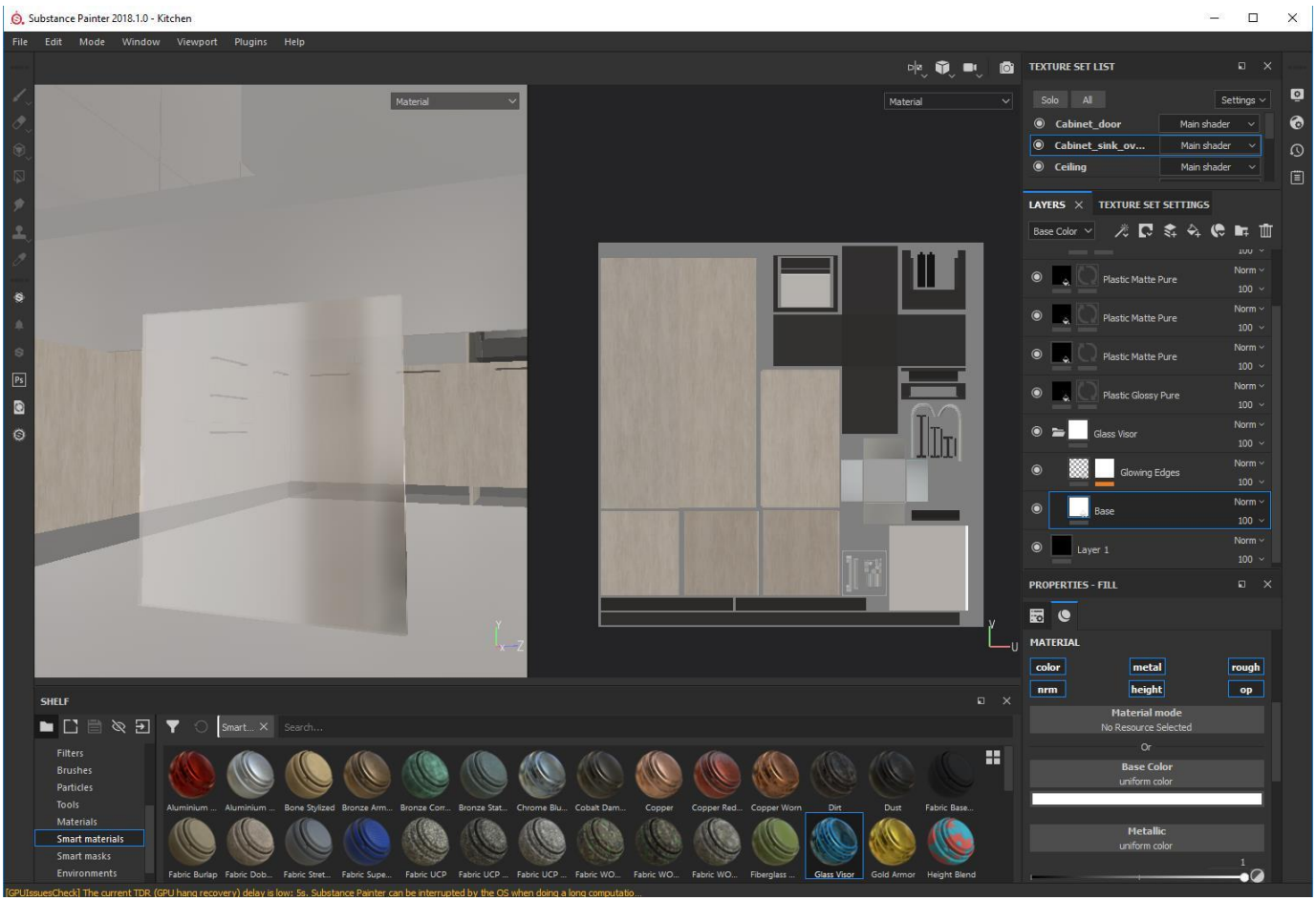
50. After add Opacity



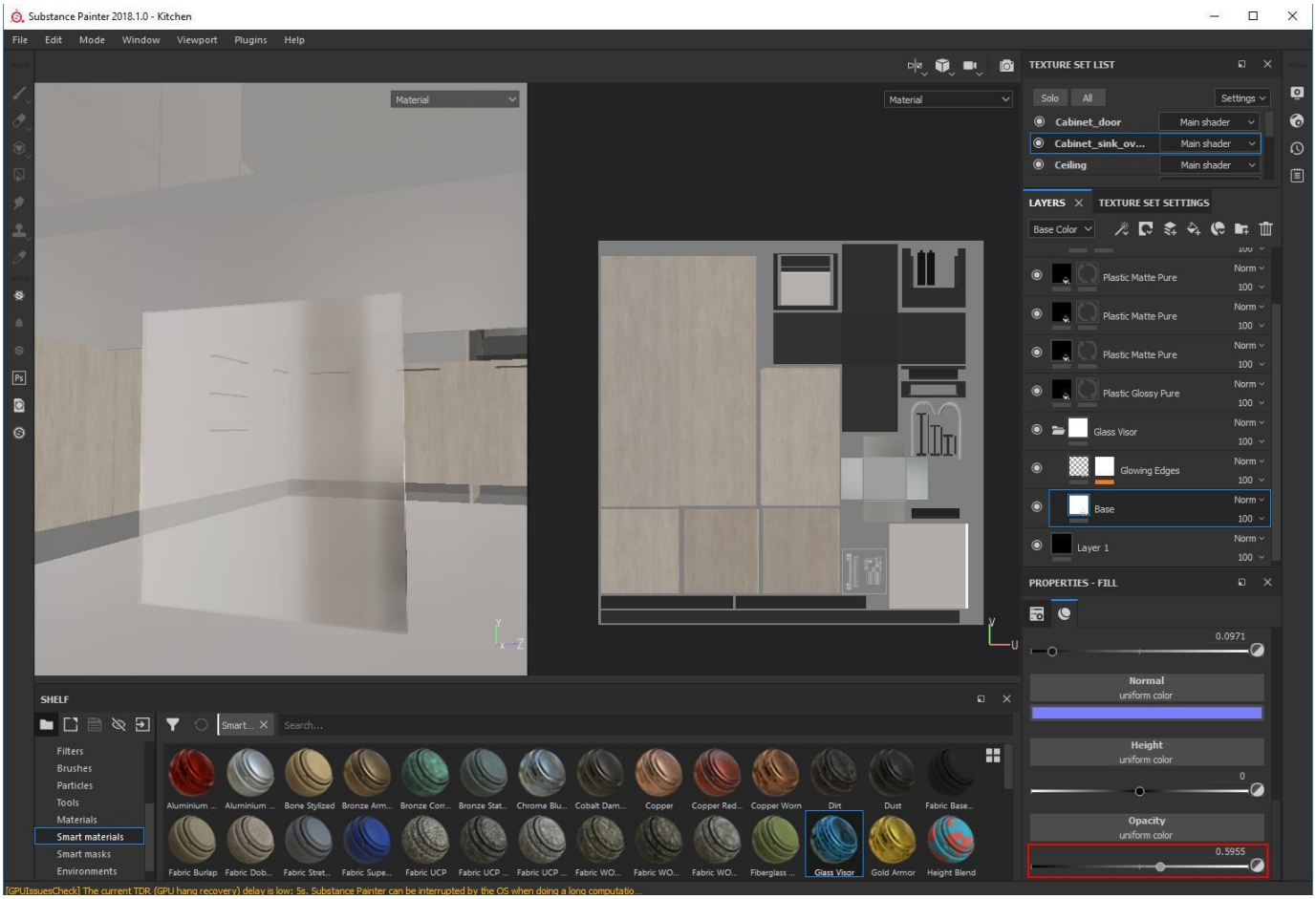
51. Click Layers and select Glass Visor → Base



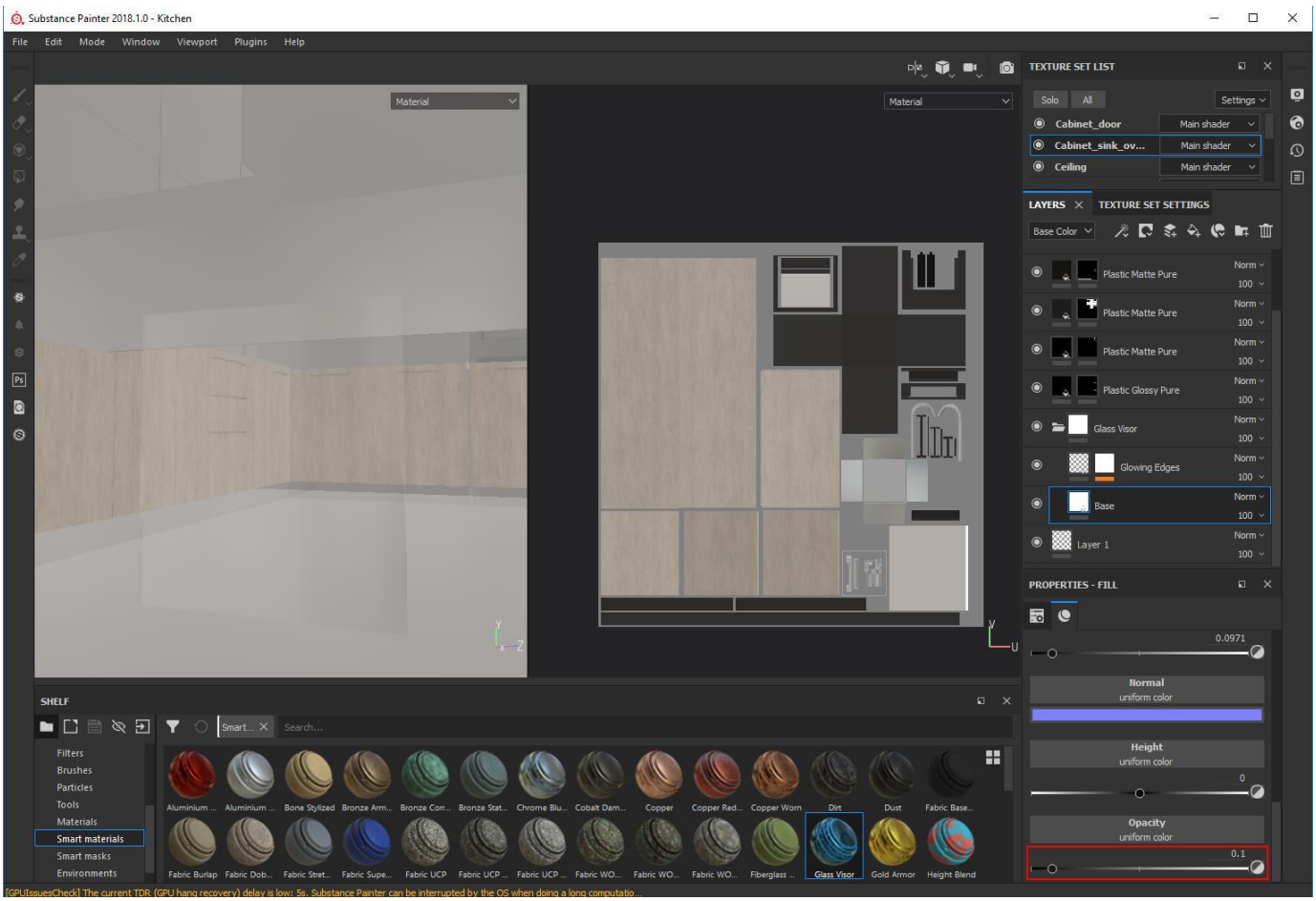
52. Change base color to white color



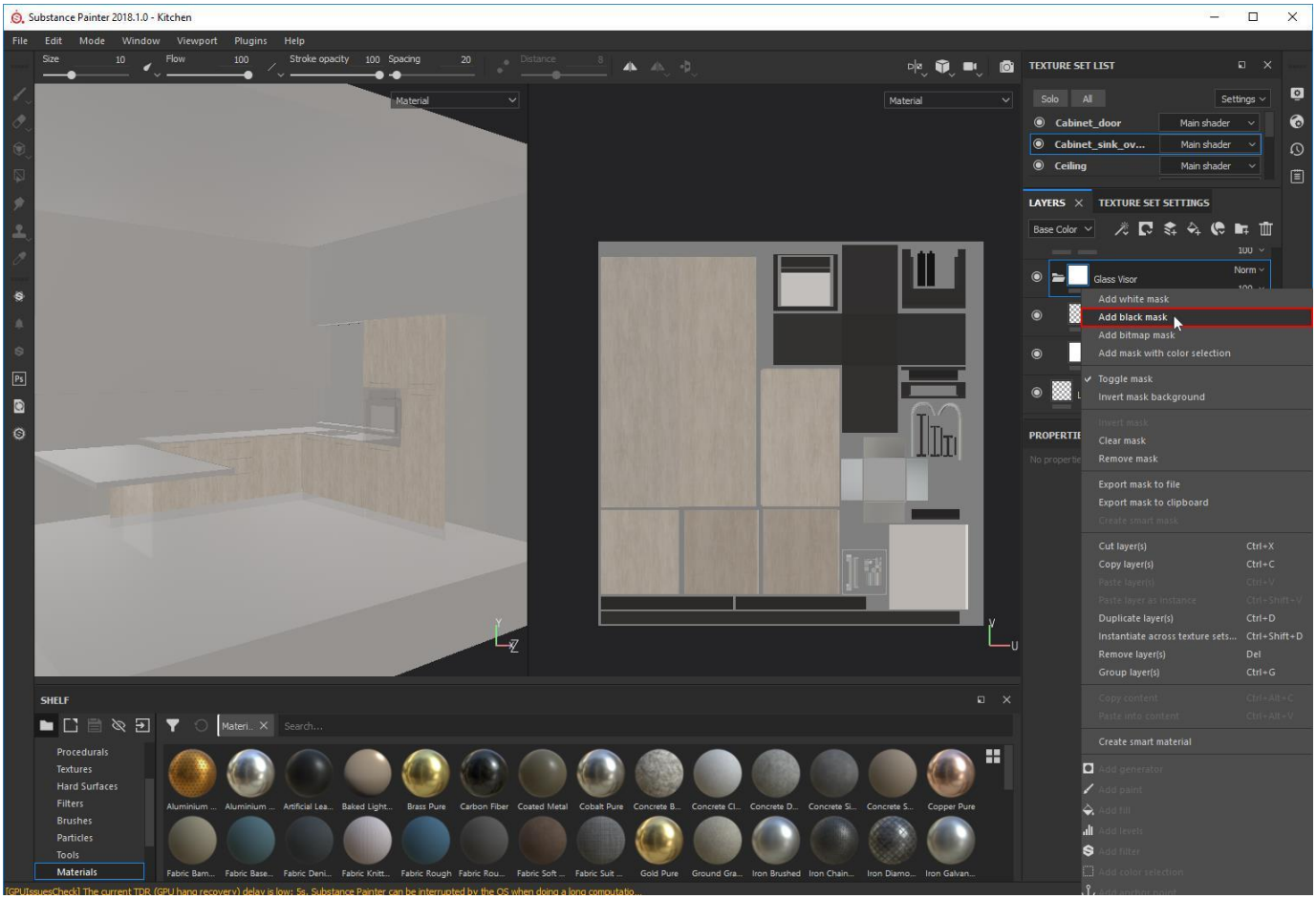
53. Adjust Opacity



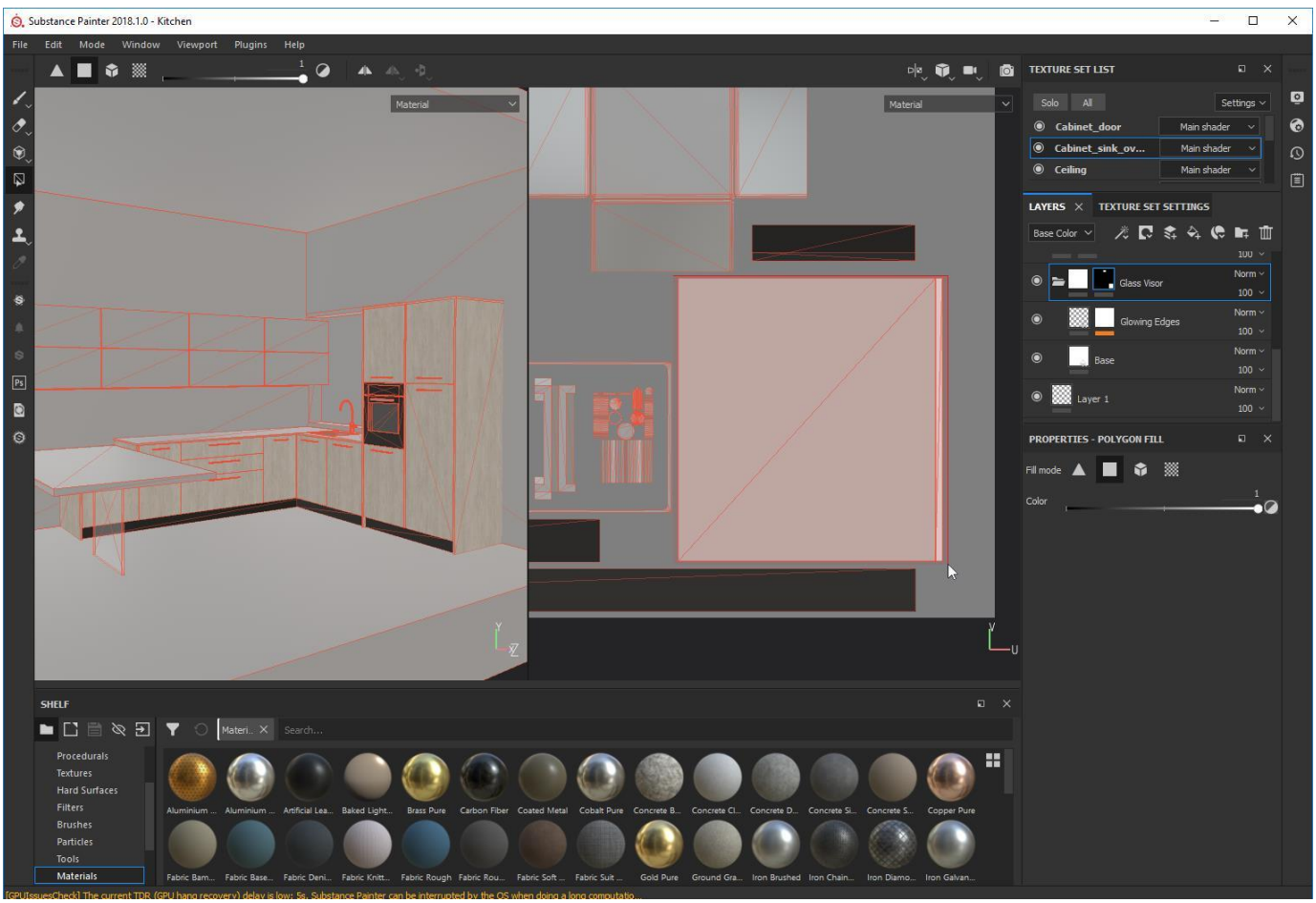
54. Opacity: 0.1



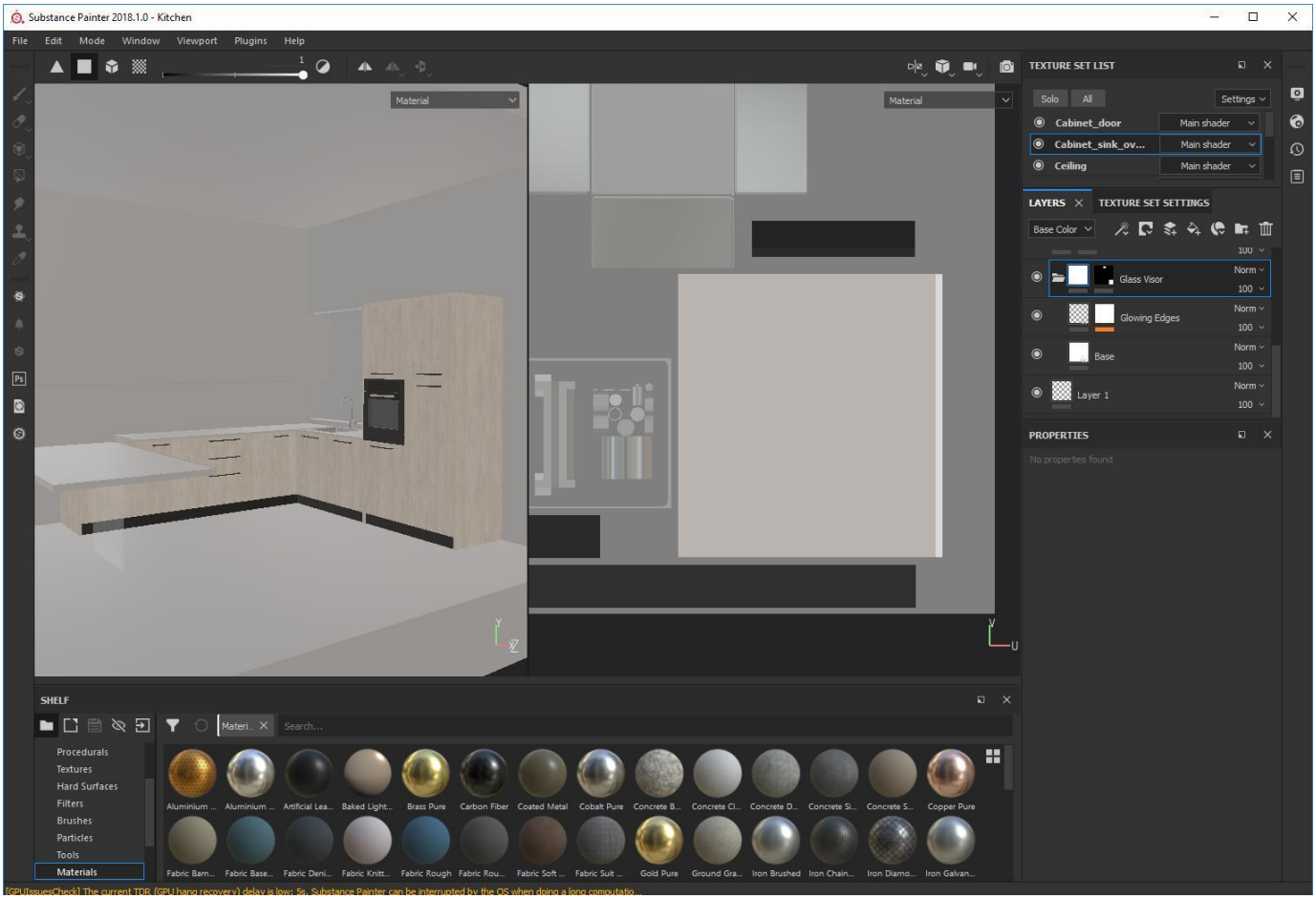
55. Add black mask



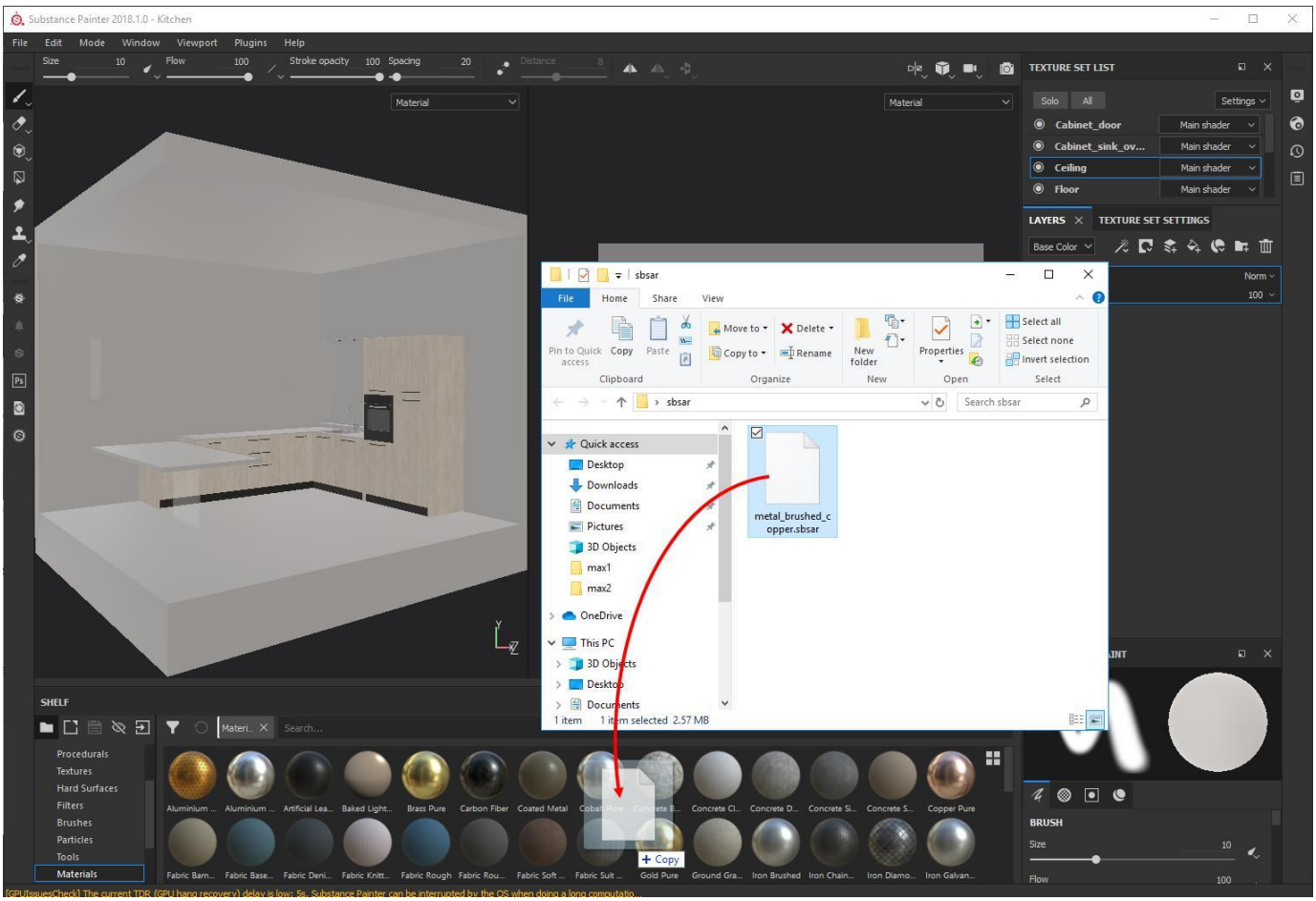
56. Click Polygon Fill and select area to fill glass material



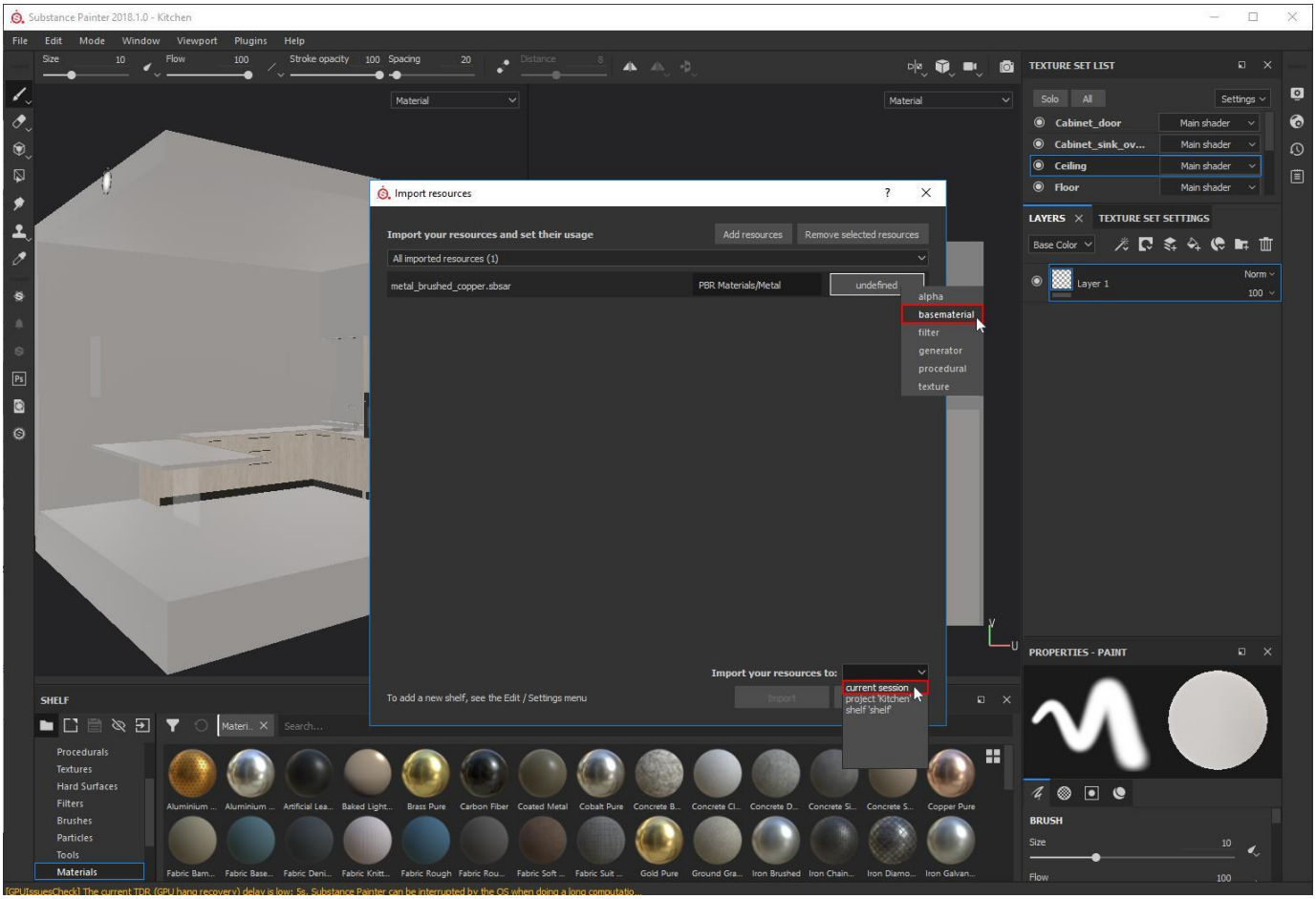
57. Done



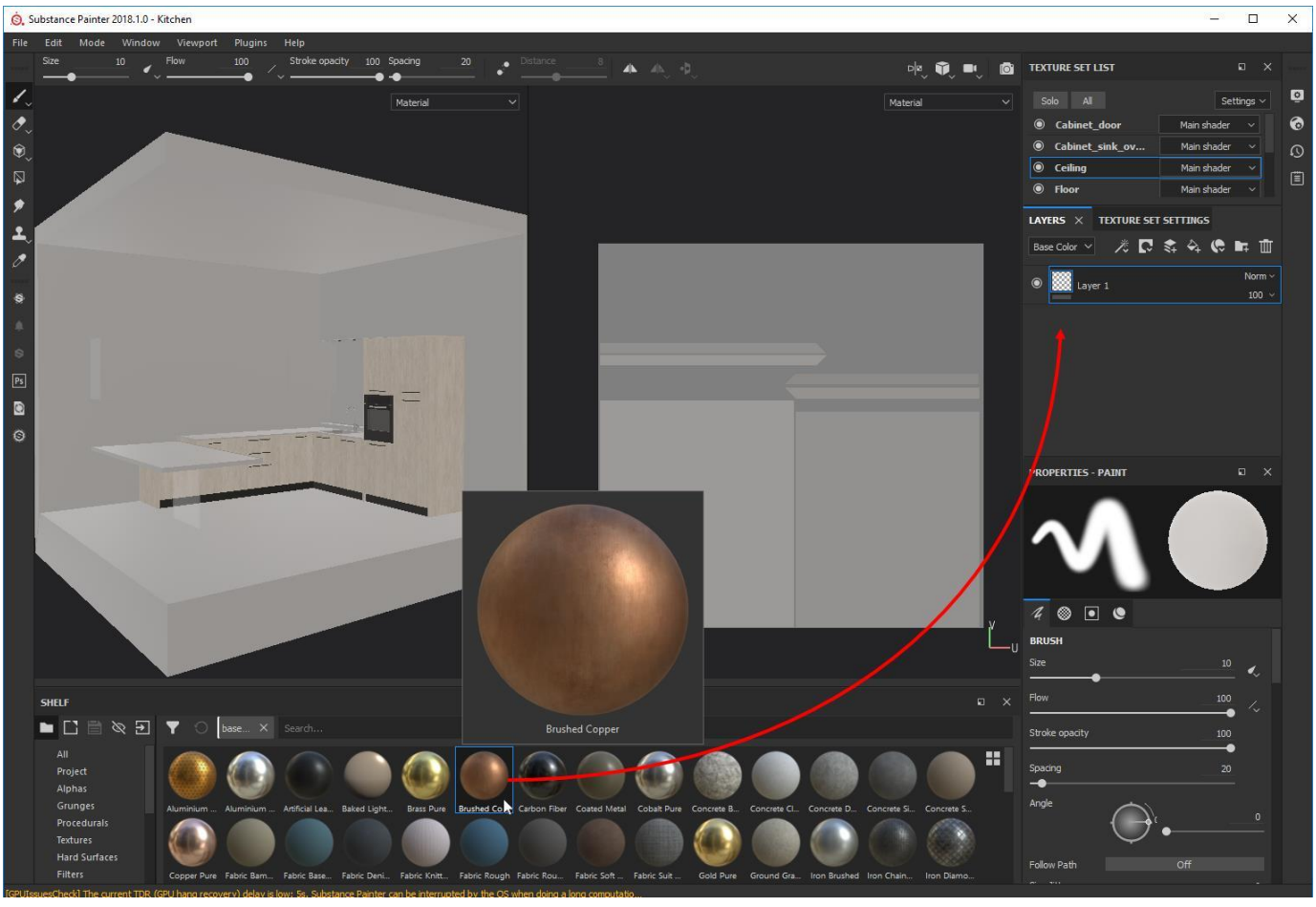
58. Download and import Metal_brush_copper.sbsar into Substance Painter



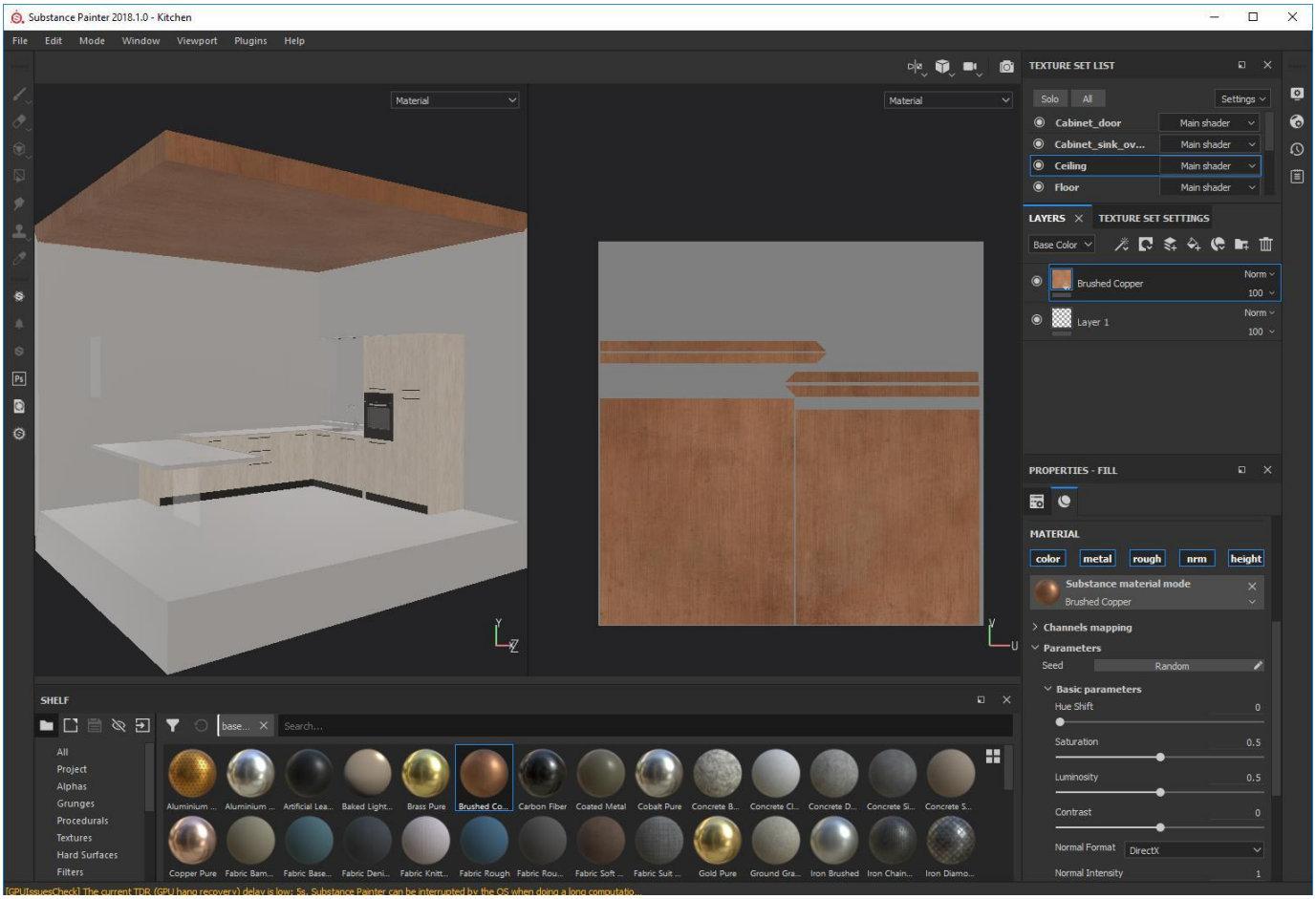
59. Select basematerial and current session



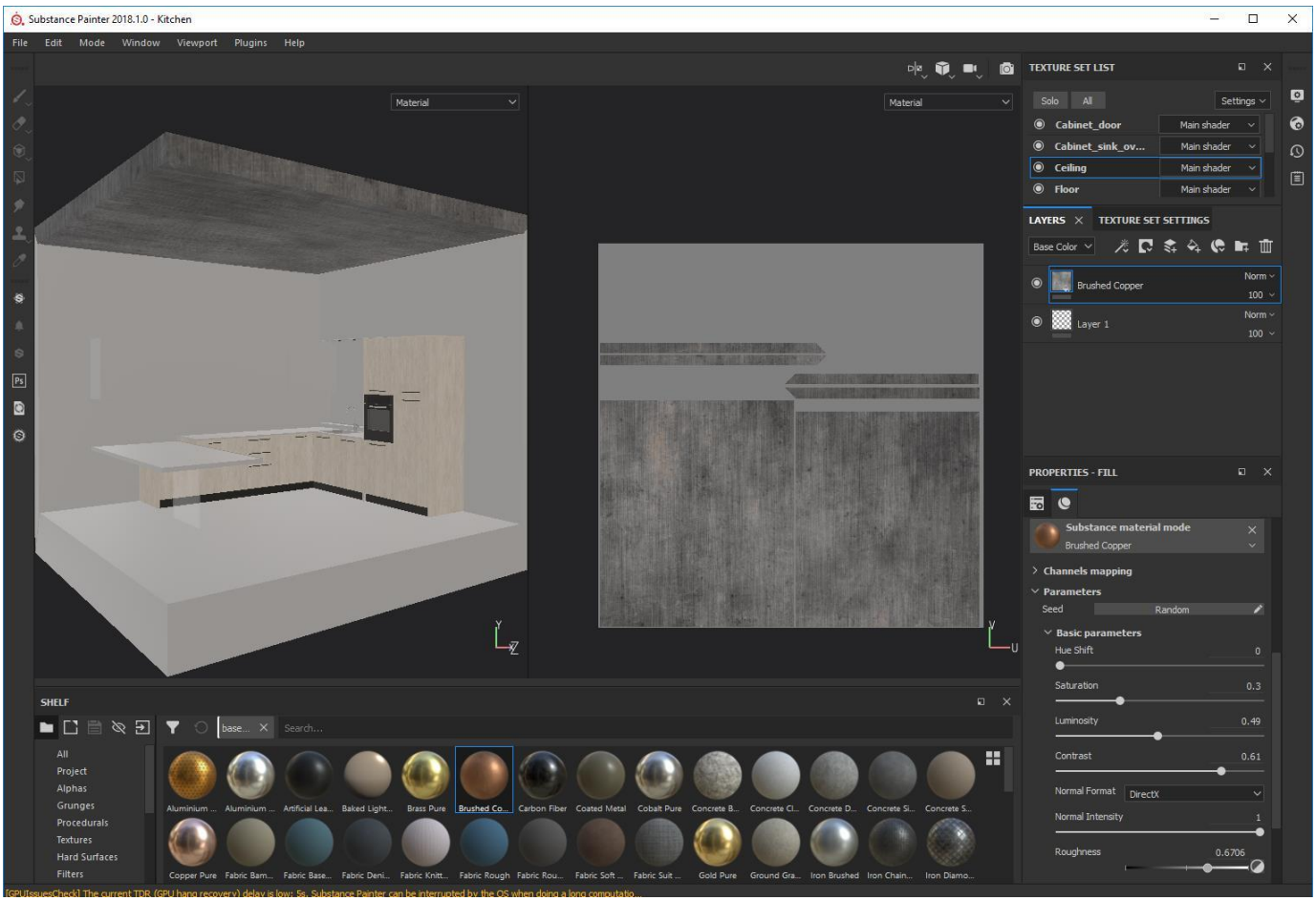
60. Click on Ceiling Material ID, and drag Brushed Copper into Layers



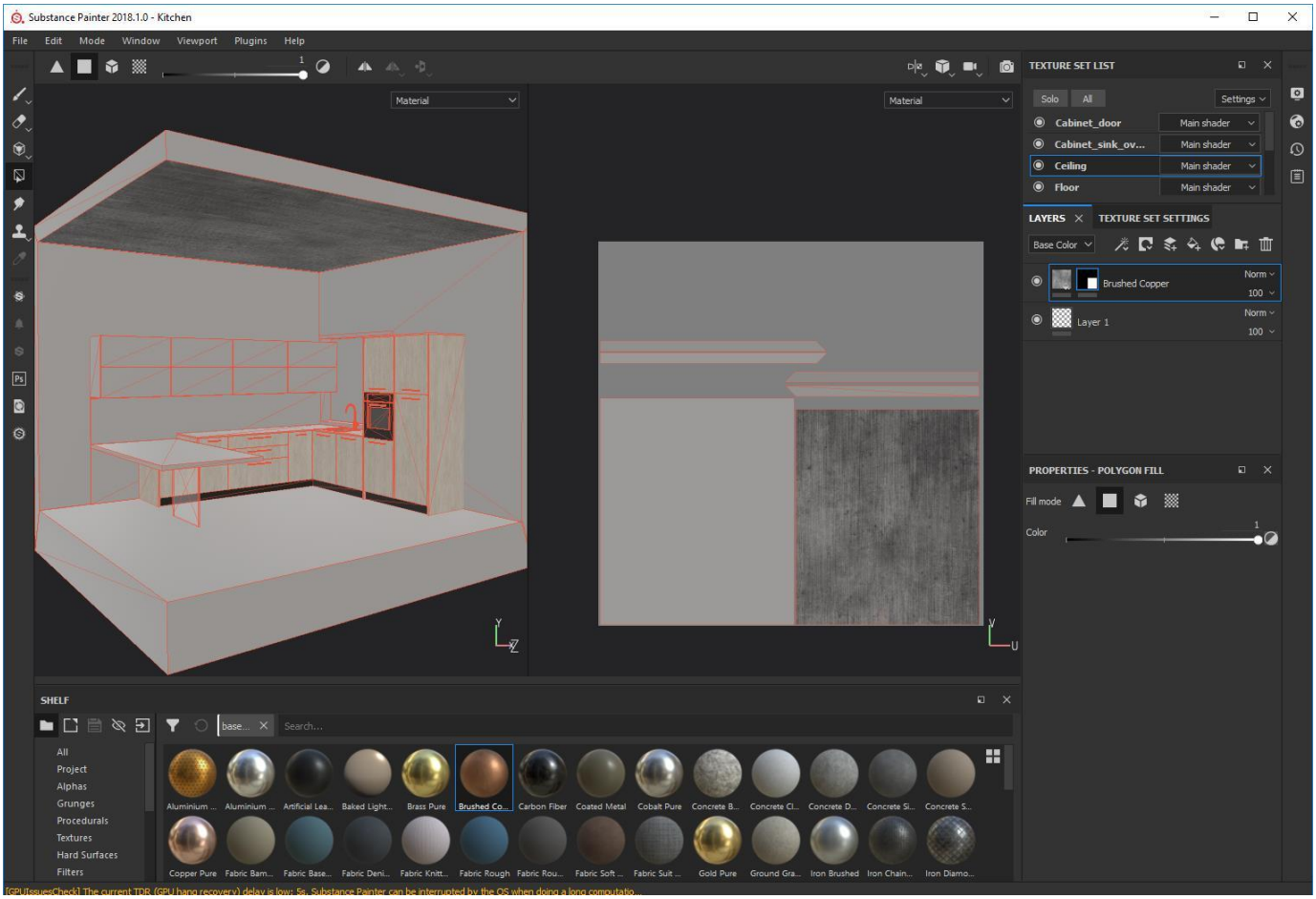
61. After drag Brushed Copper into Layers



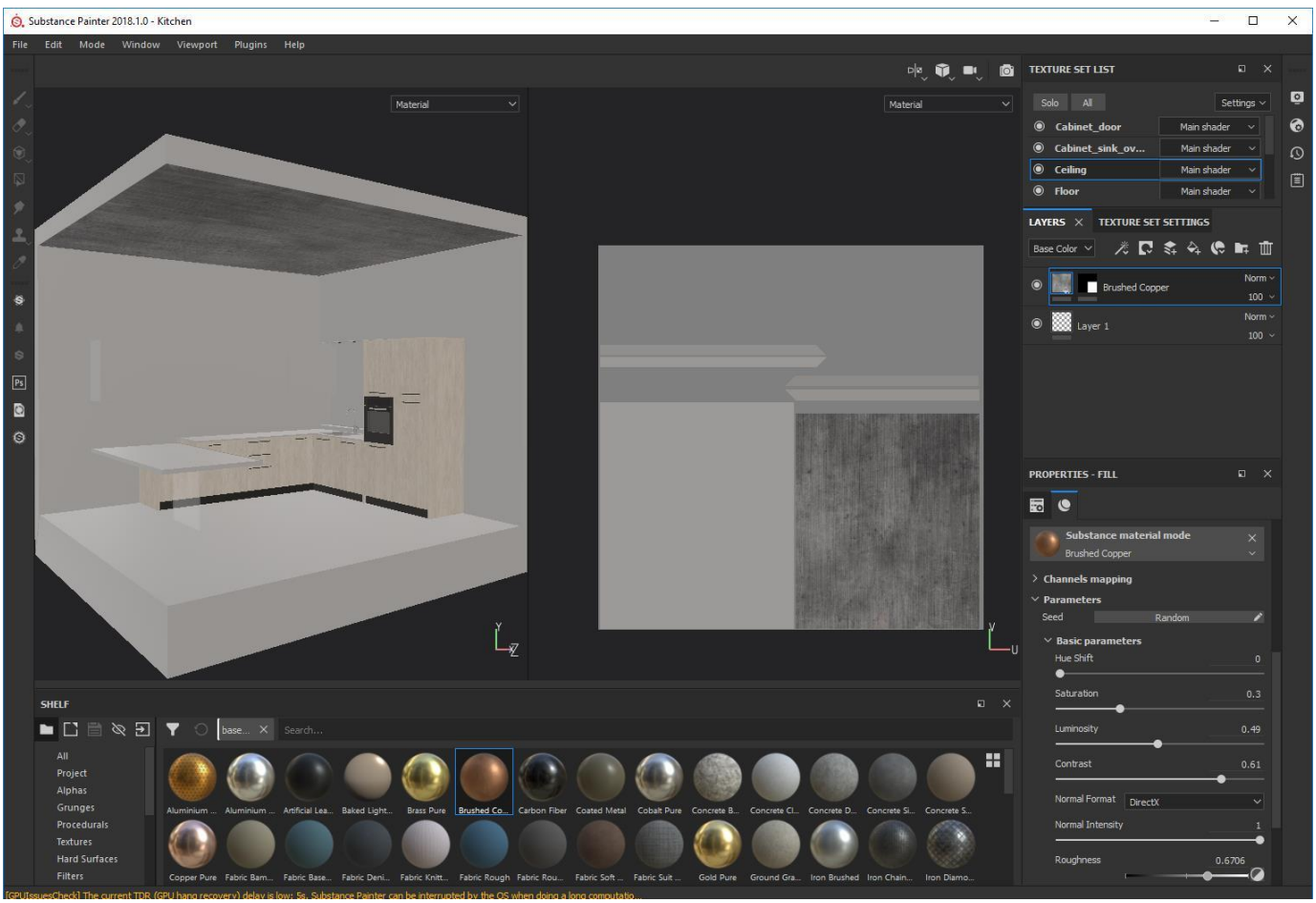
62. Adjust Brushed Copper parameters settings



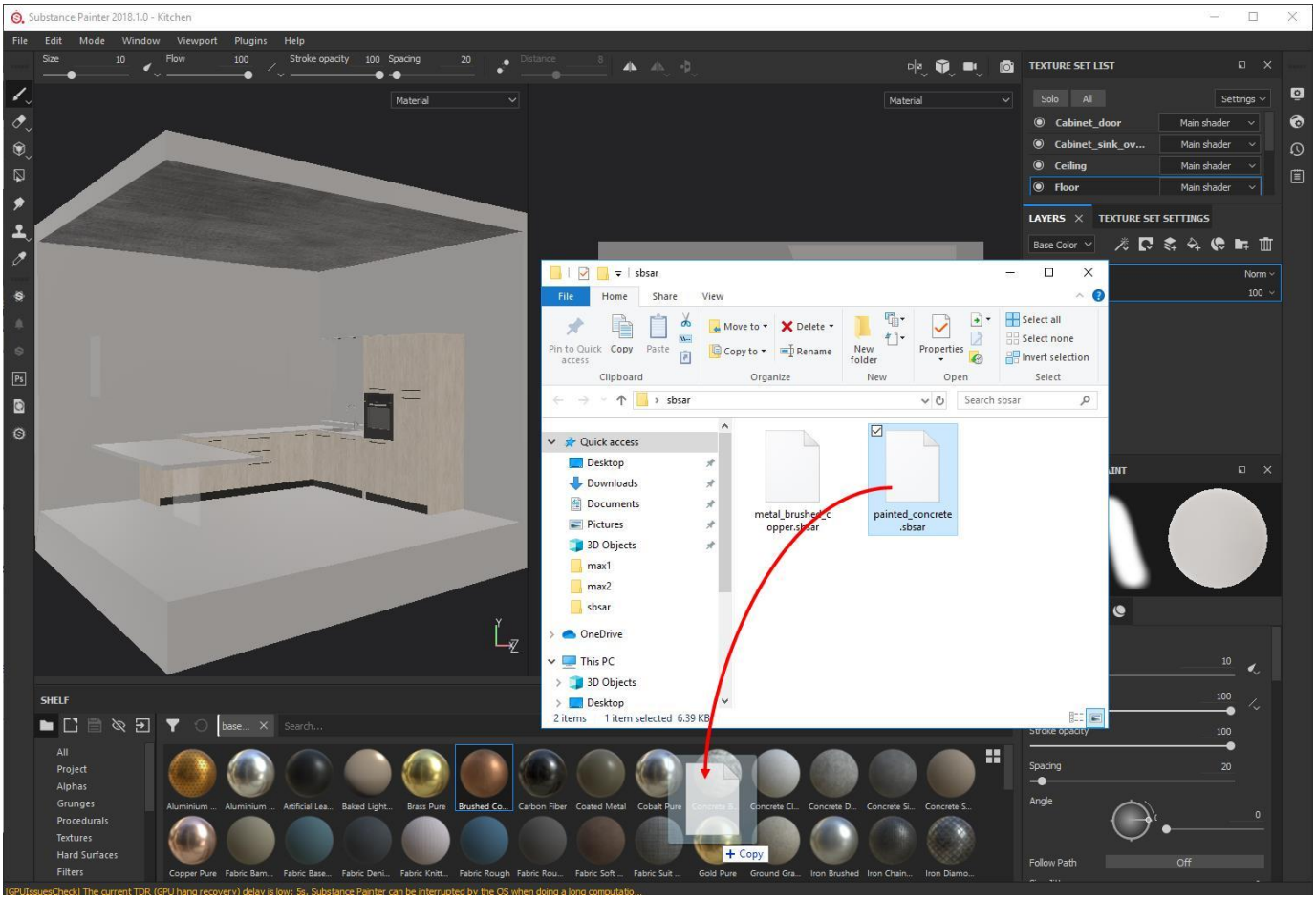
63. Click Polygon Fill and select the uv area



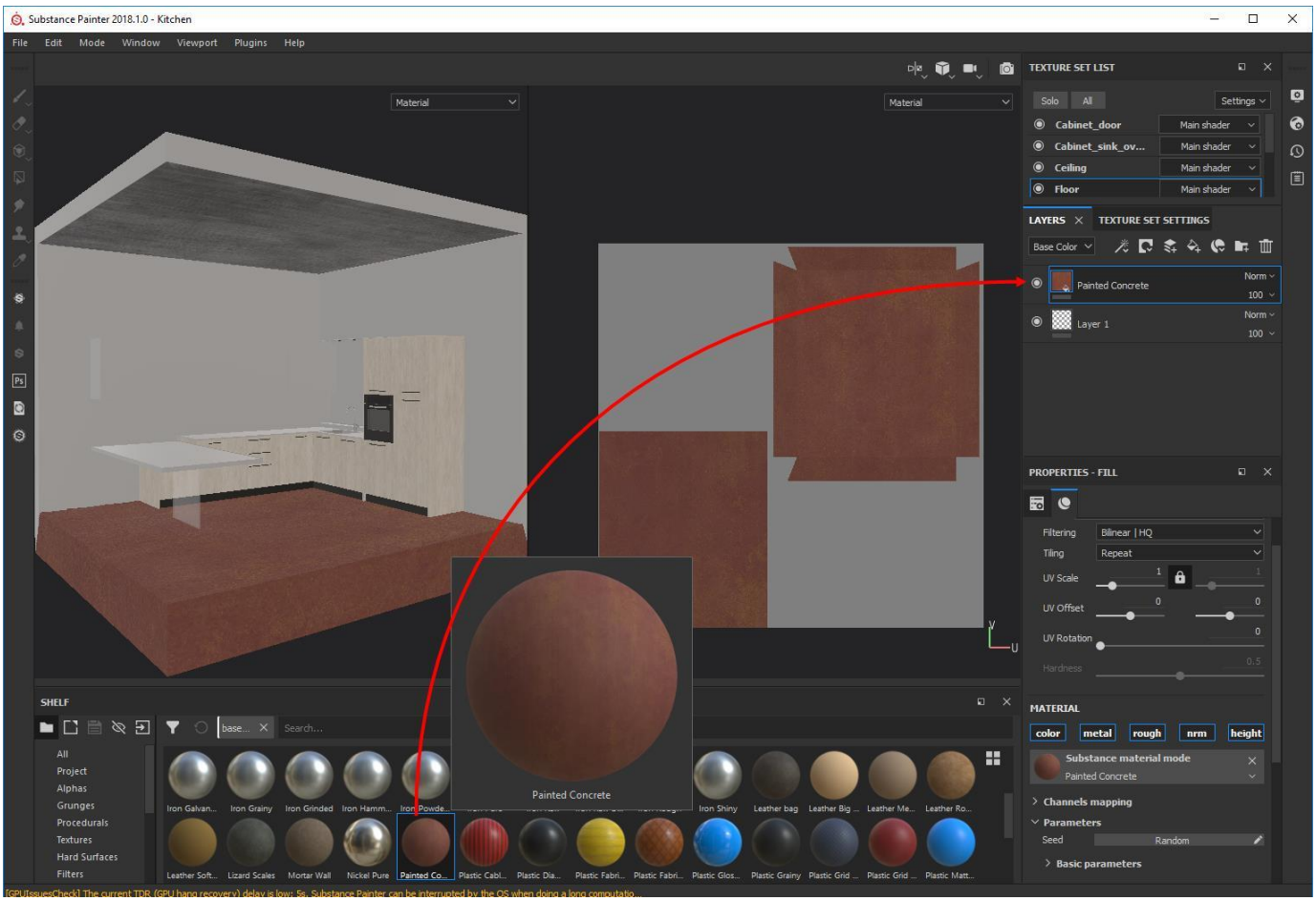
64. Done



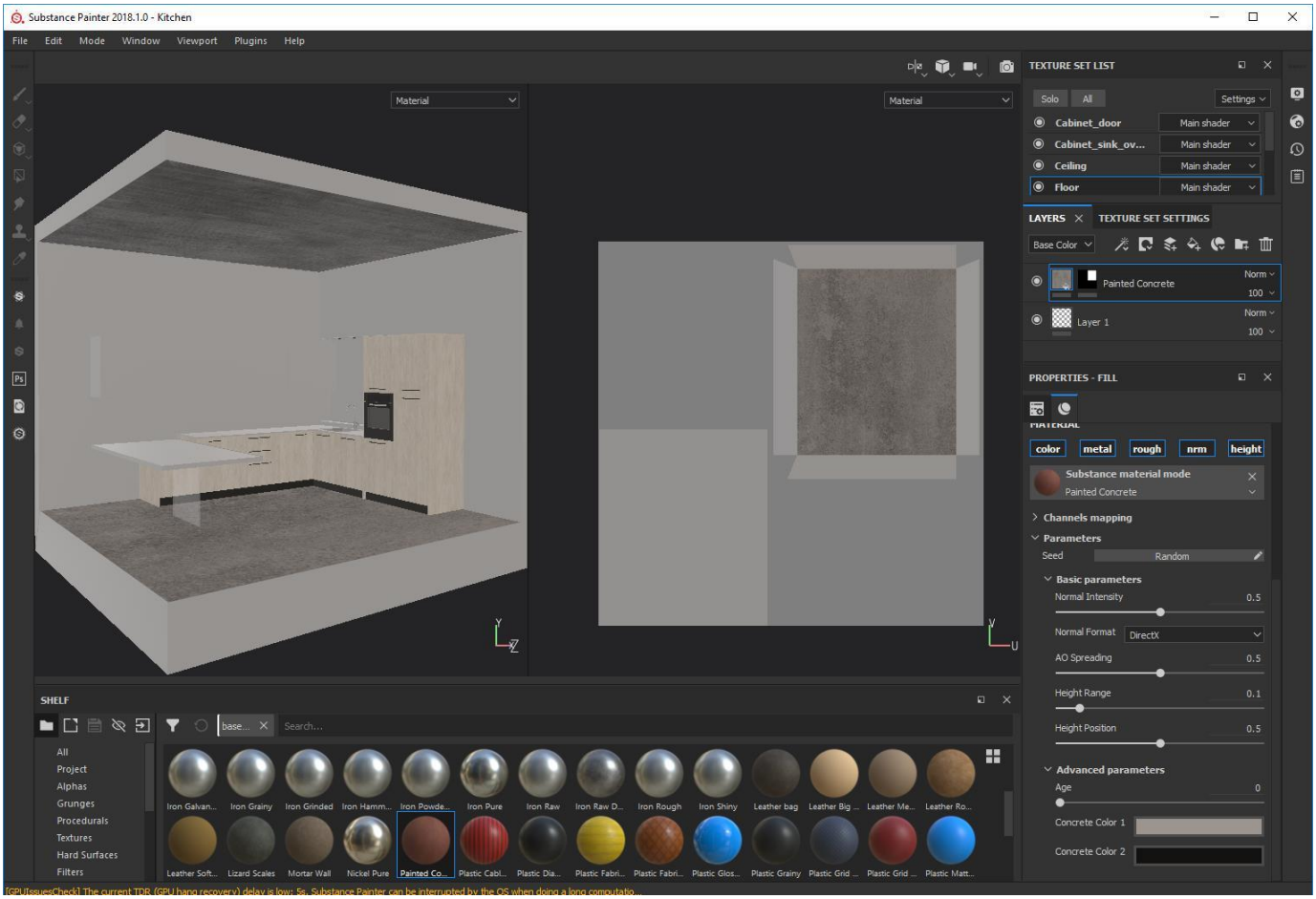
65. Download and import painted_concrete.sbsar into Substance Painter



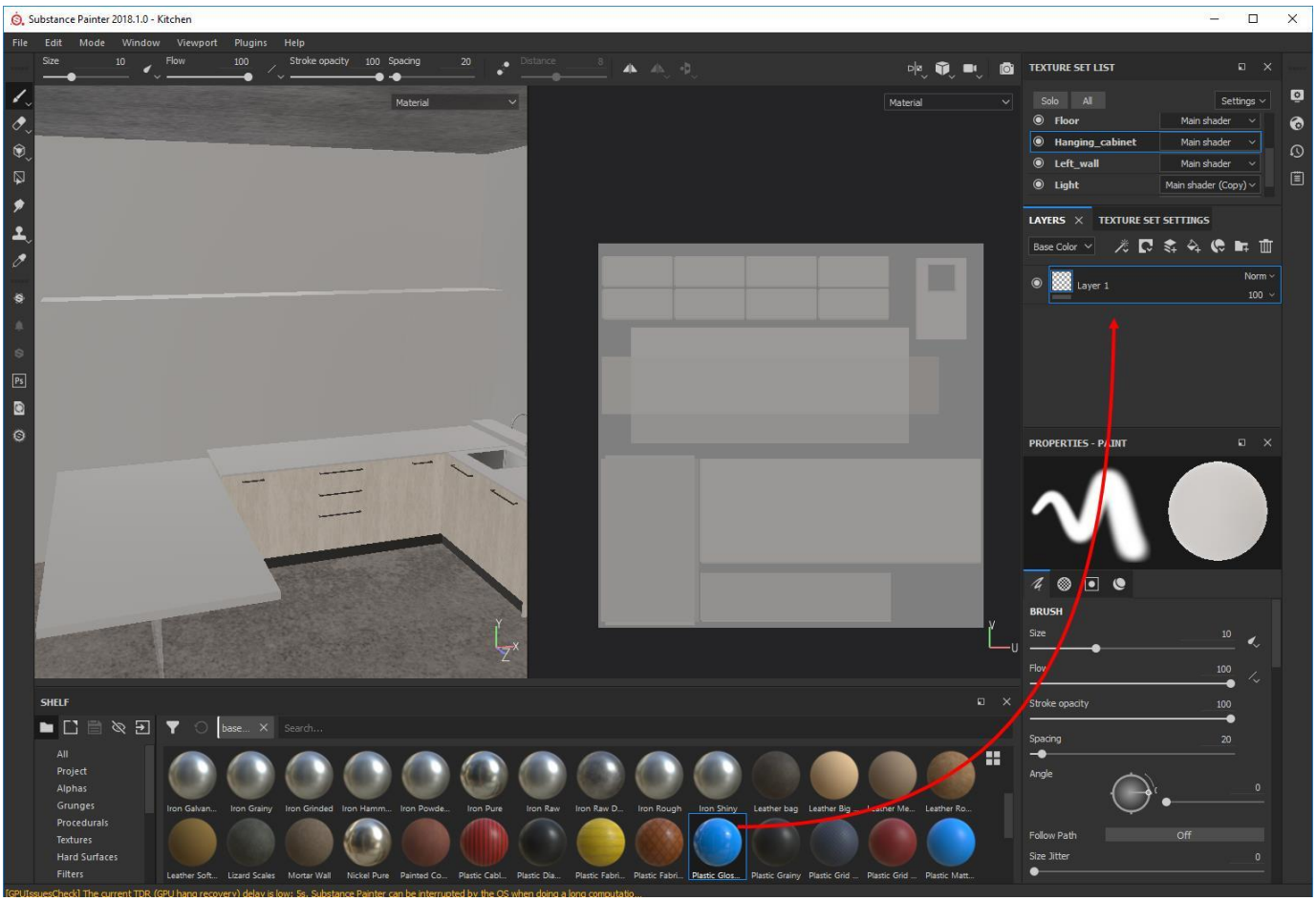
66. Click on Floor Material ID, and drag Painted Concrete into Layers



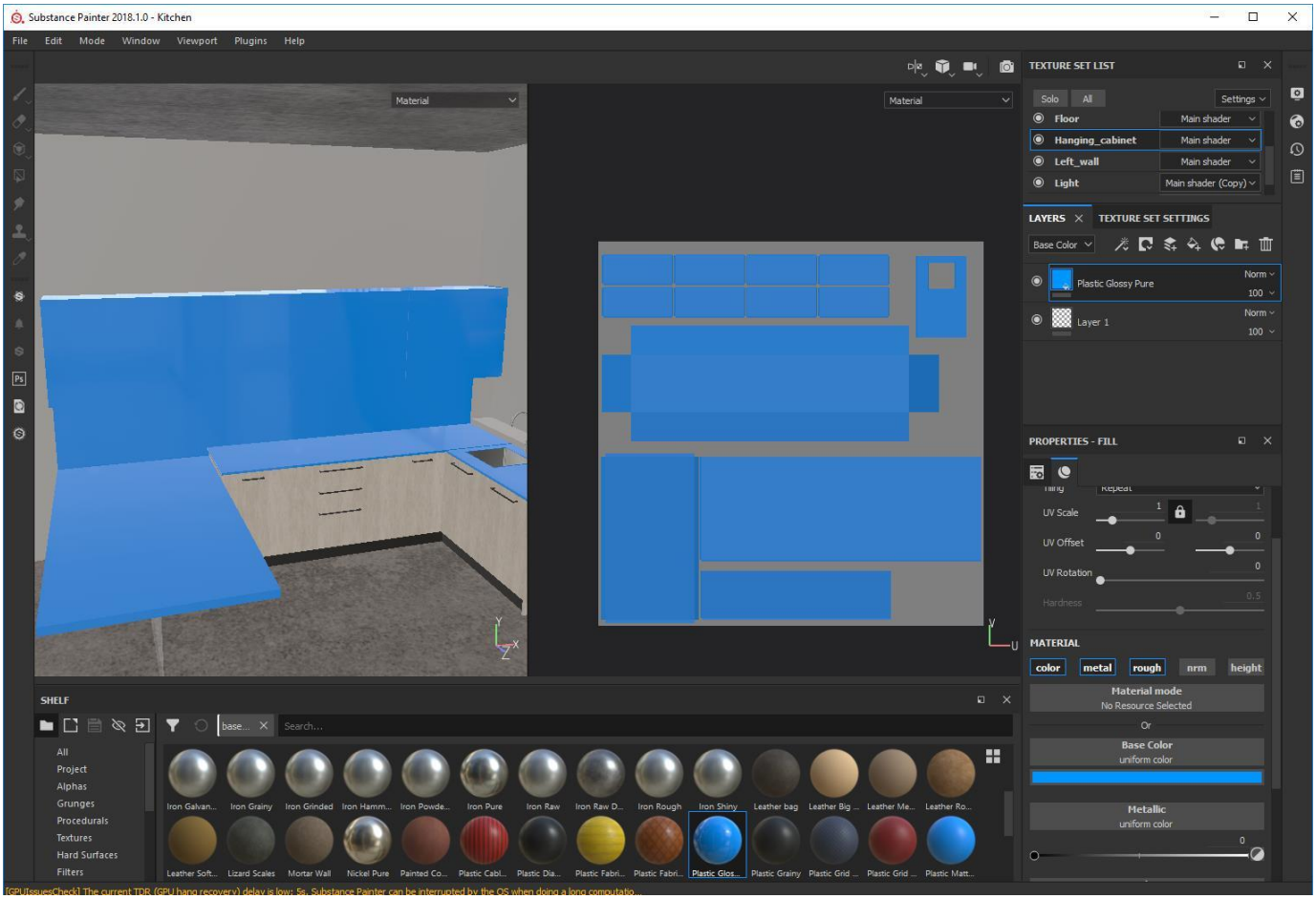
67. Adjust Painted Concrete parameters settings



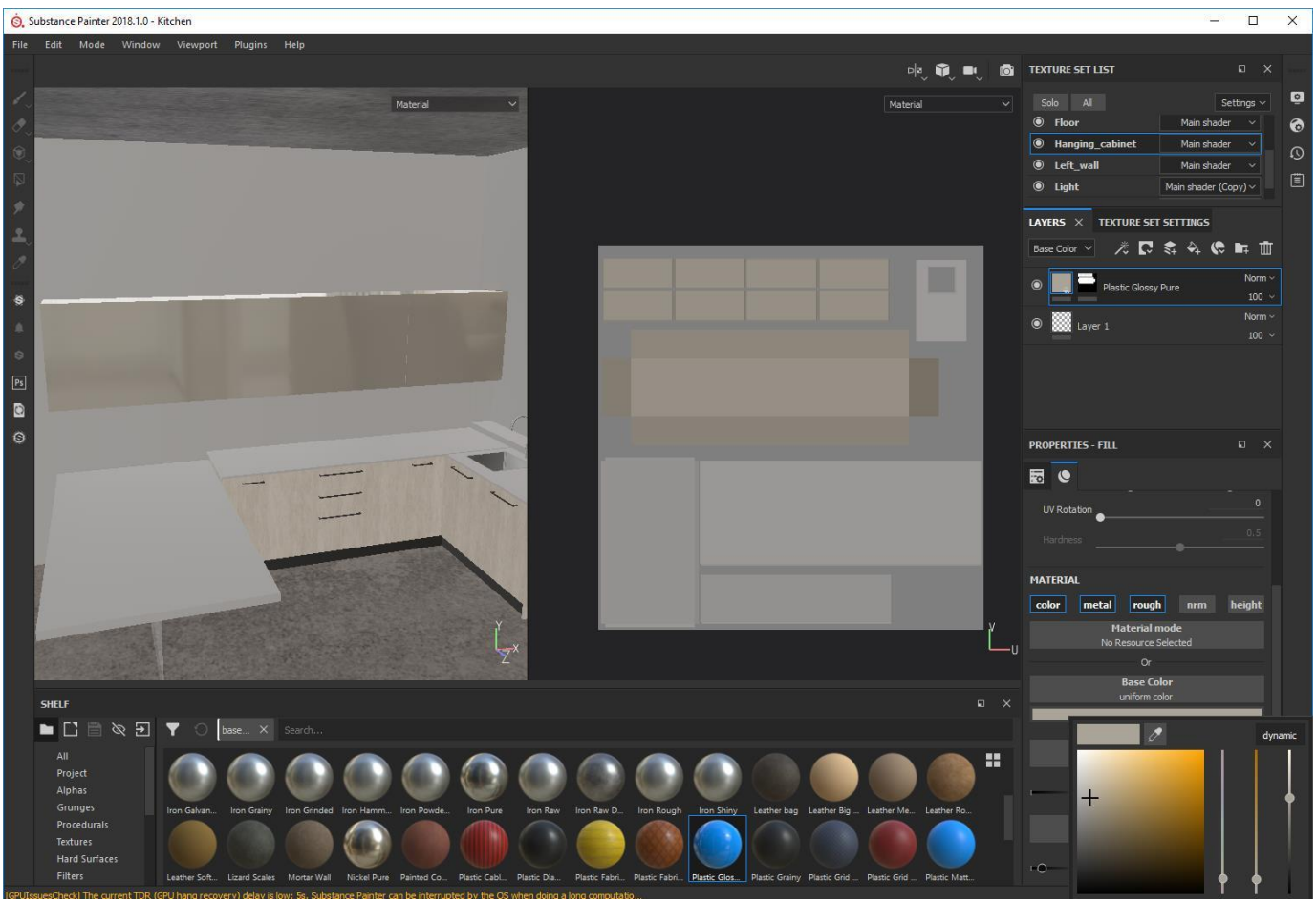
68. Select Hanging_cabinet and drag Plastic Glossy Pure into layers



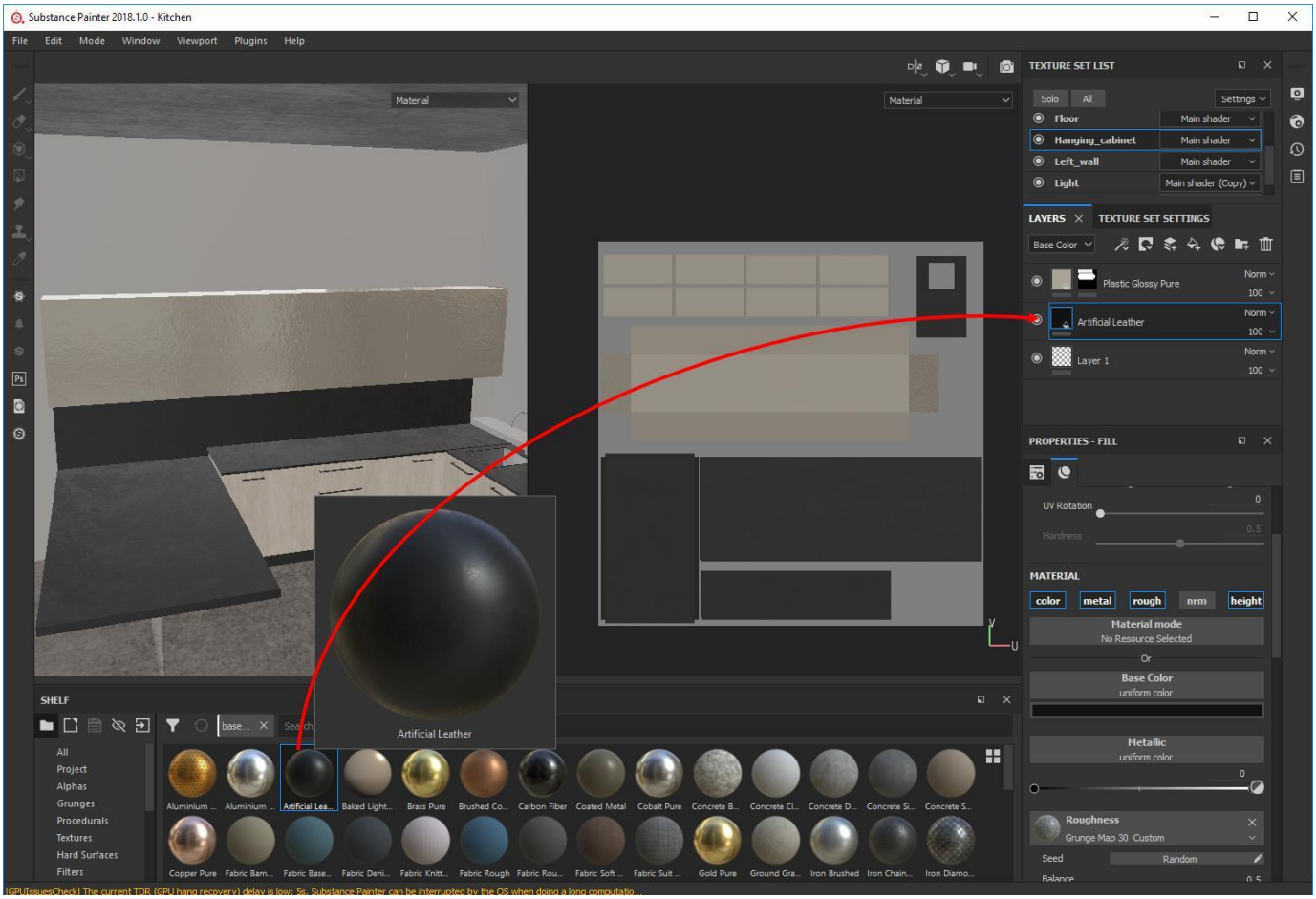
69. After drag Plastic Glossy Pure into layers



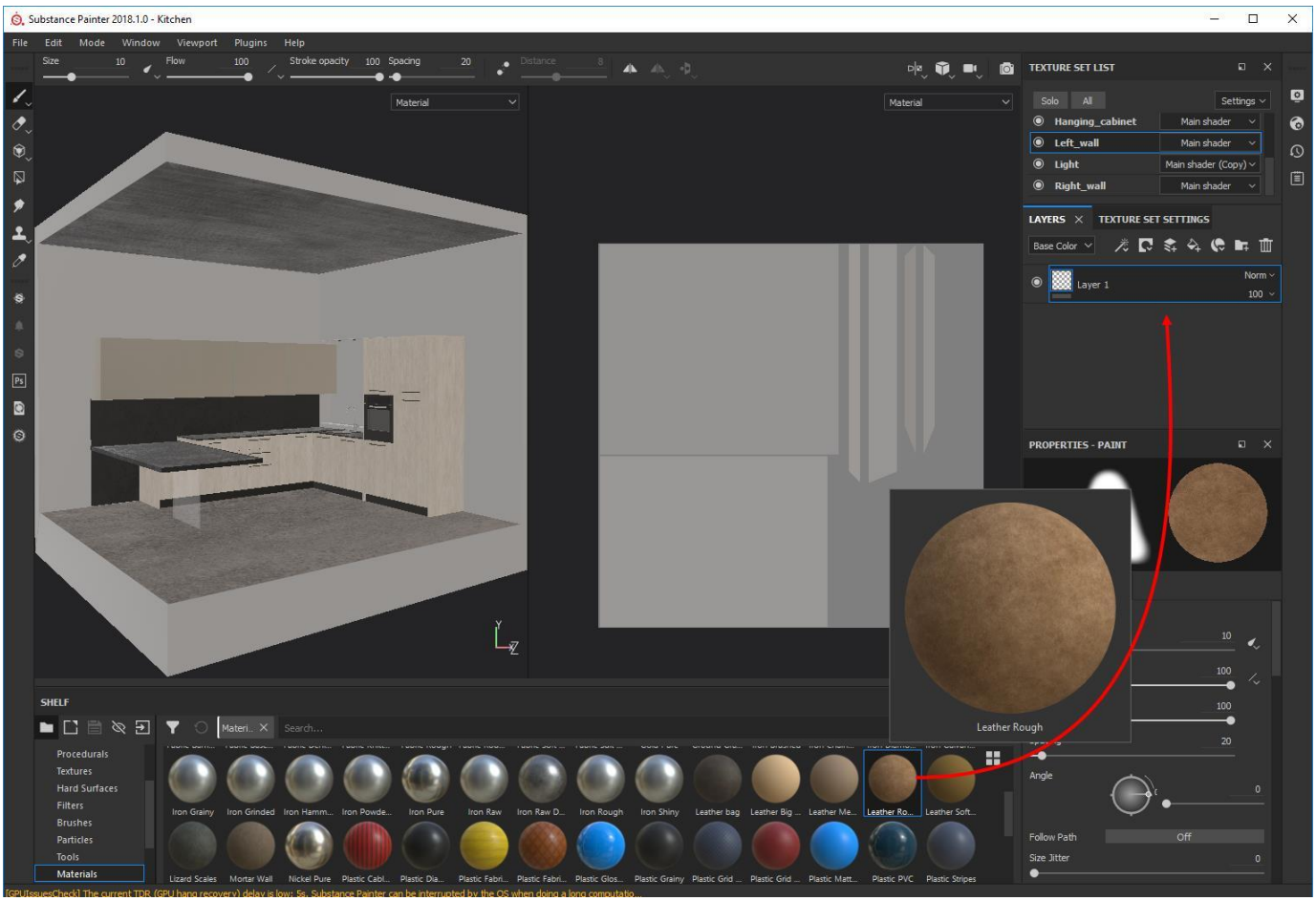
70. Adjust base color



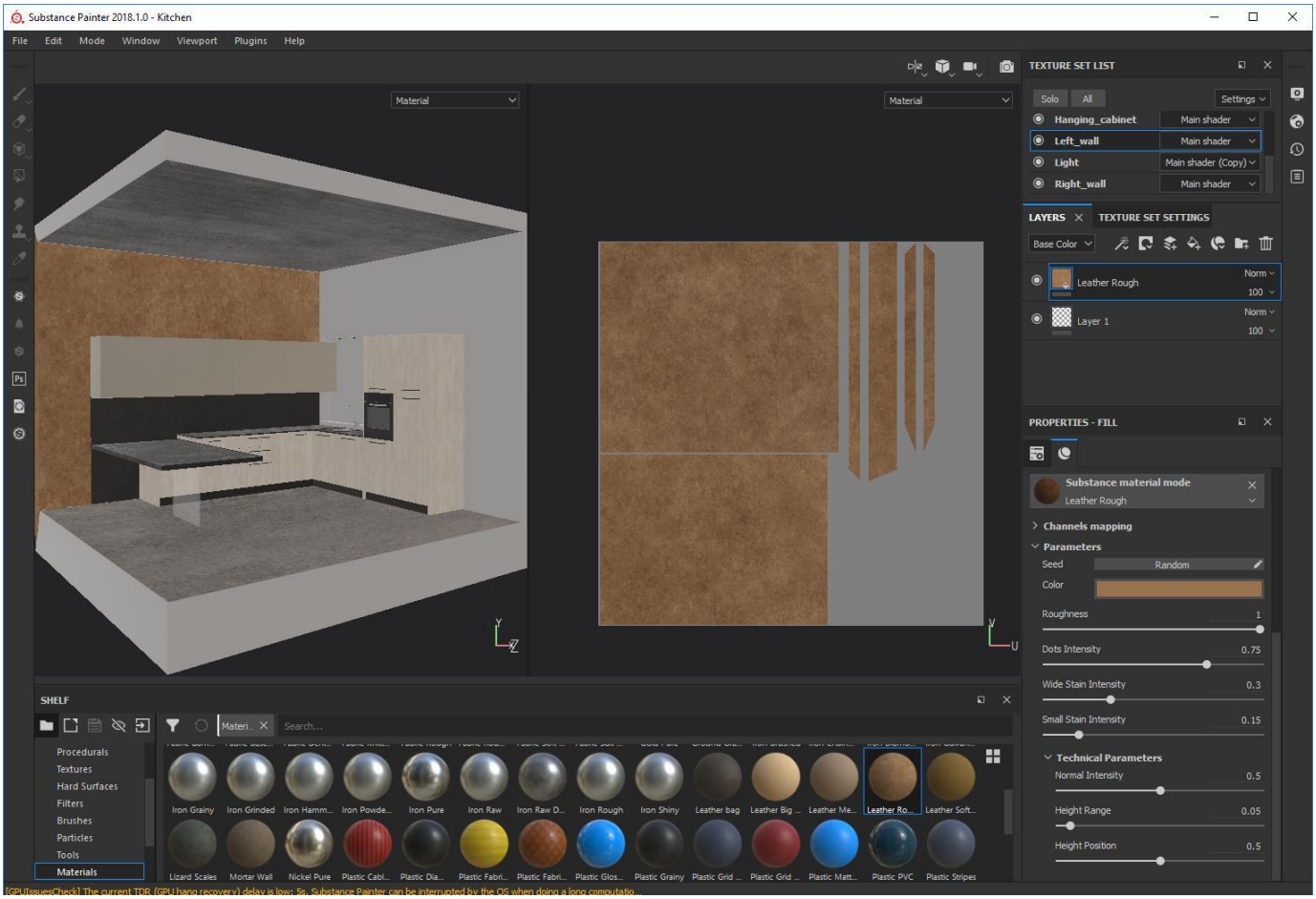
71. Drag Artifical Leather into Layers



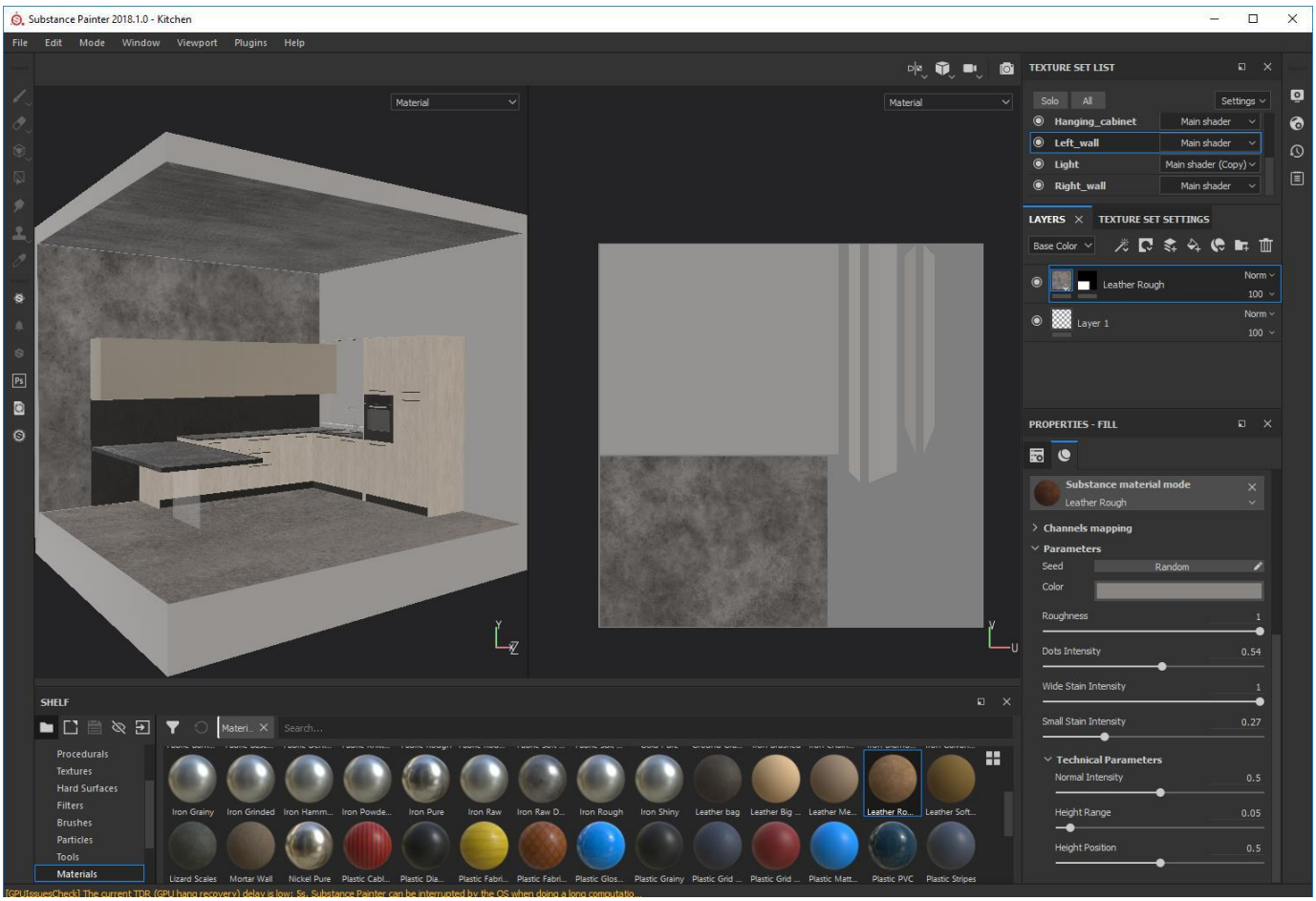
72. Select Material ID: Left wall and drag Leather Rough into Layers



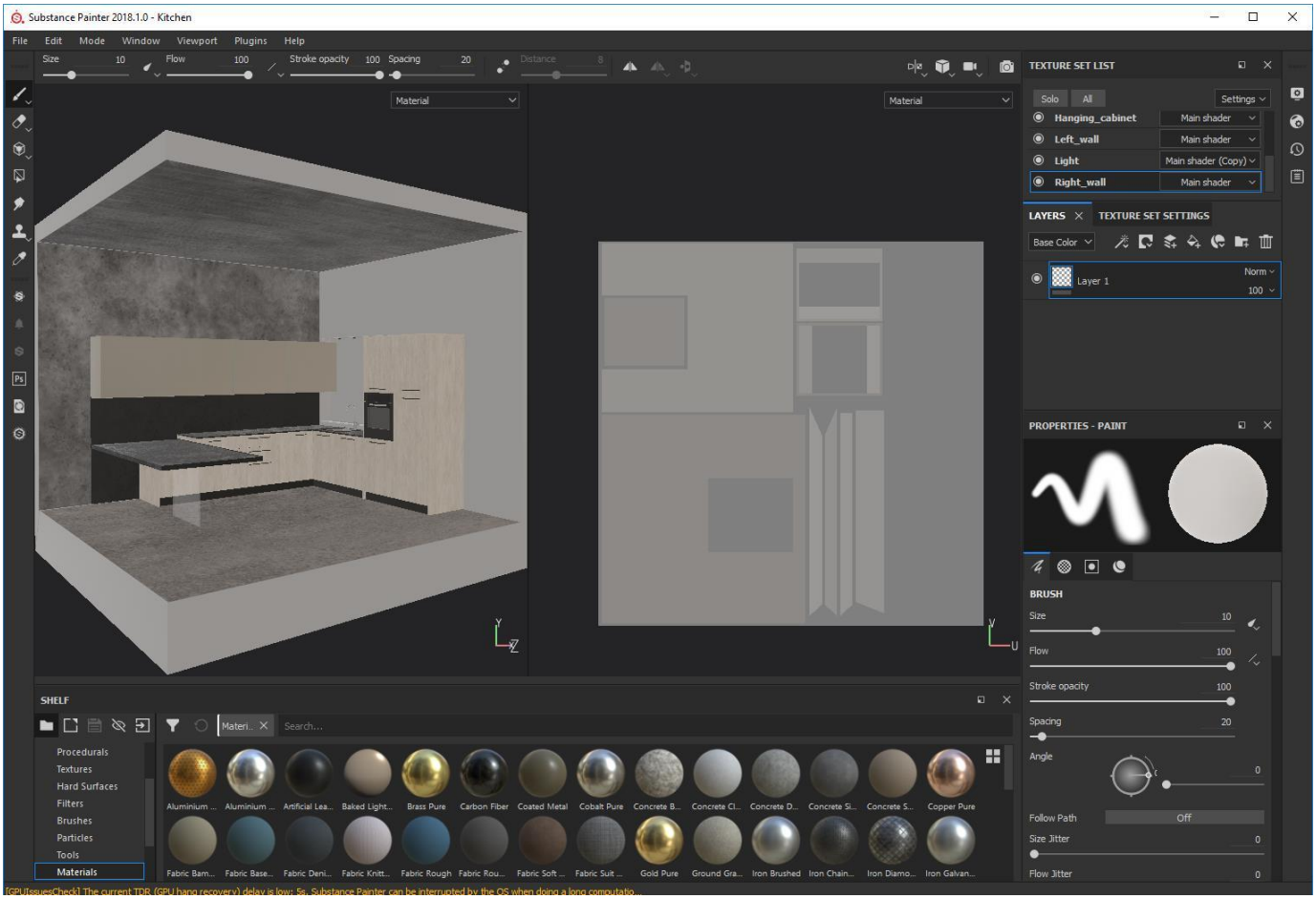
73. After drag Leather Rough into Layers



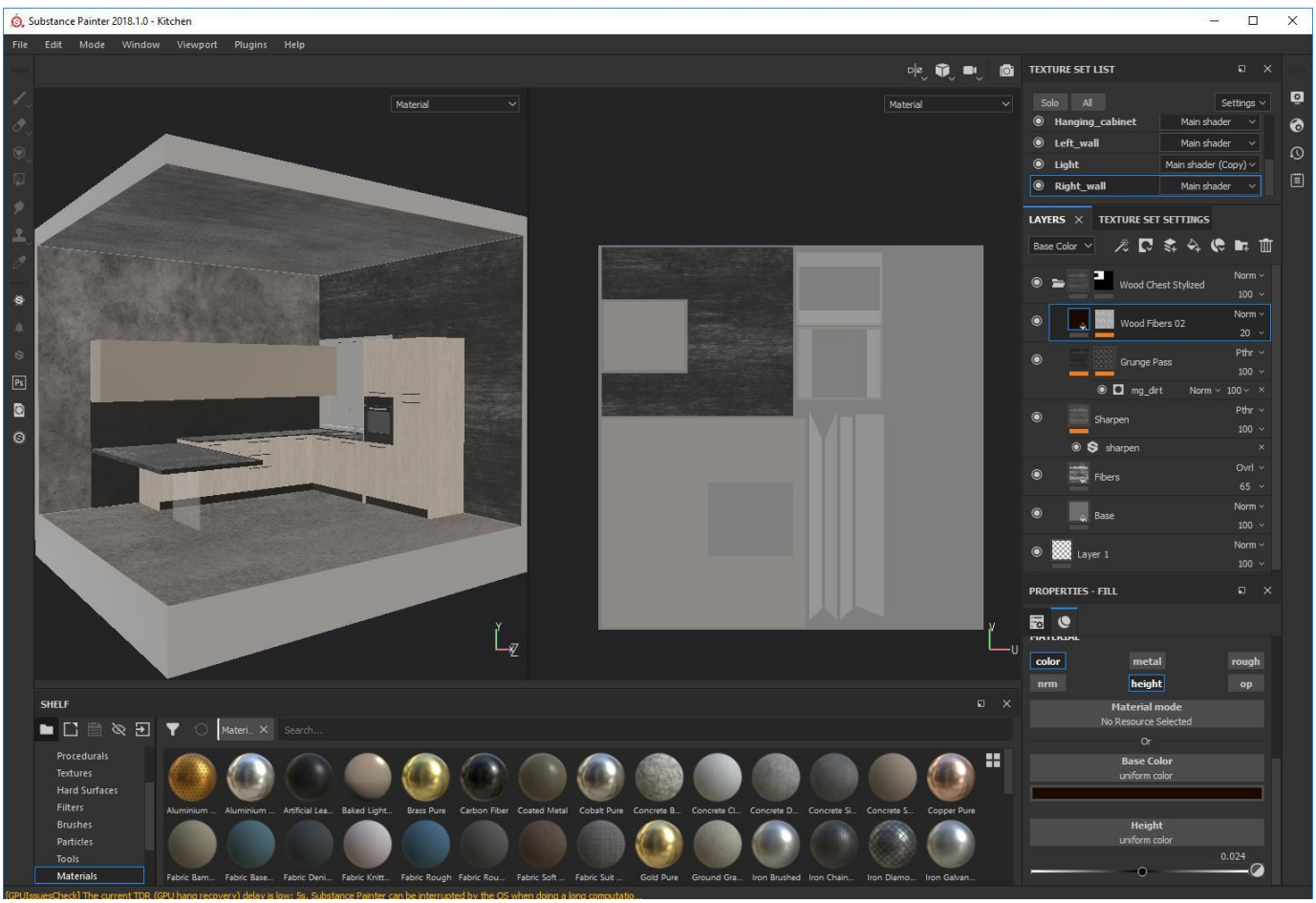
74. Adjust Leather Rough parameters settings



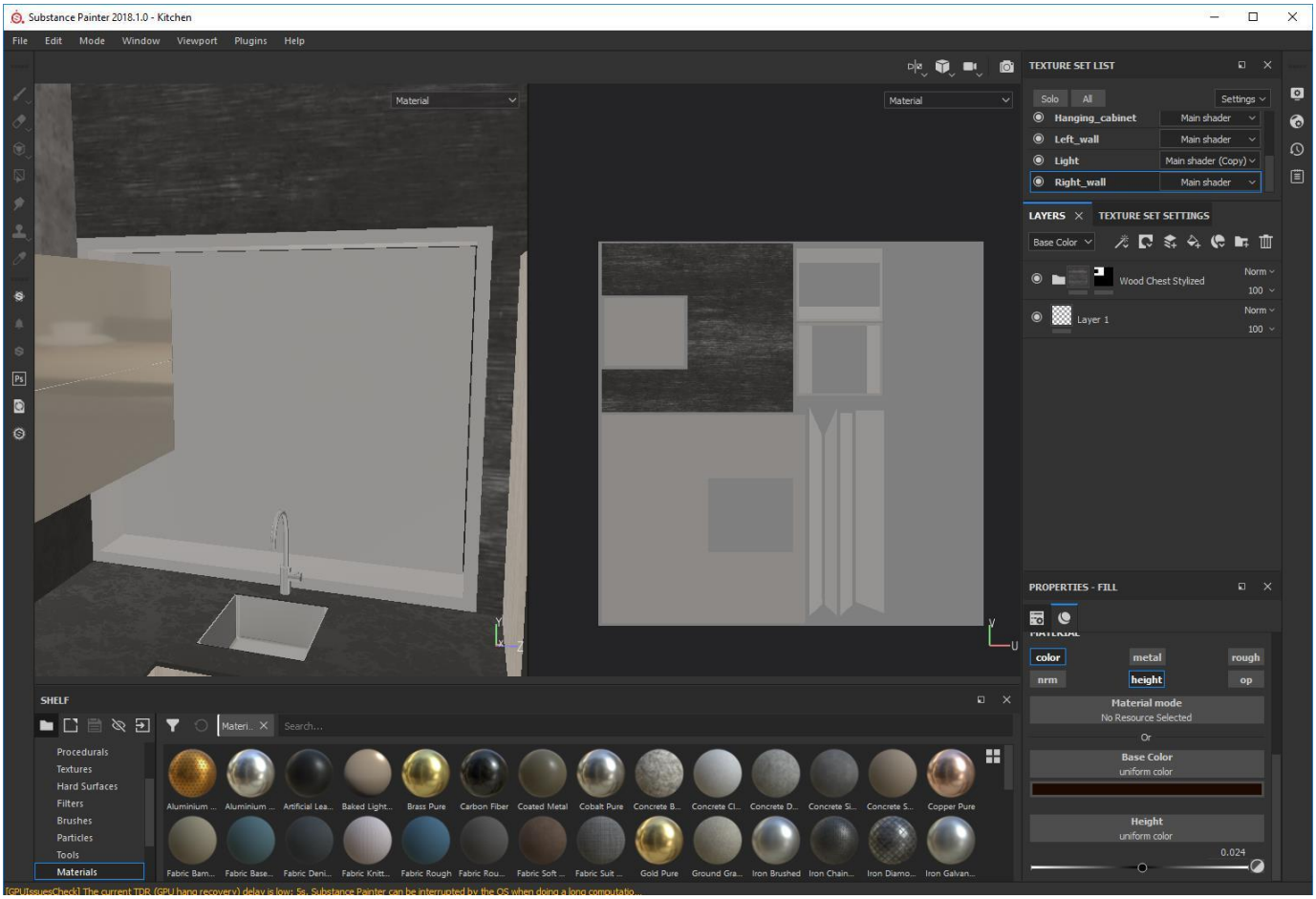
75. Select Material ID: Right wall



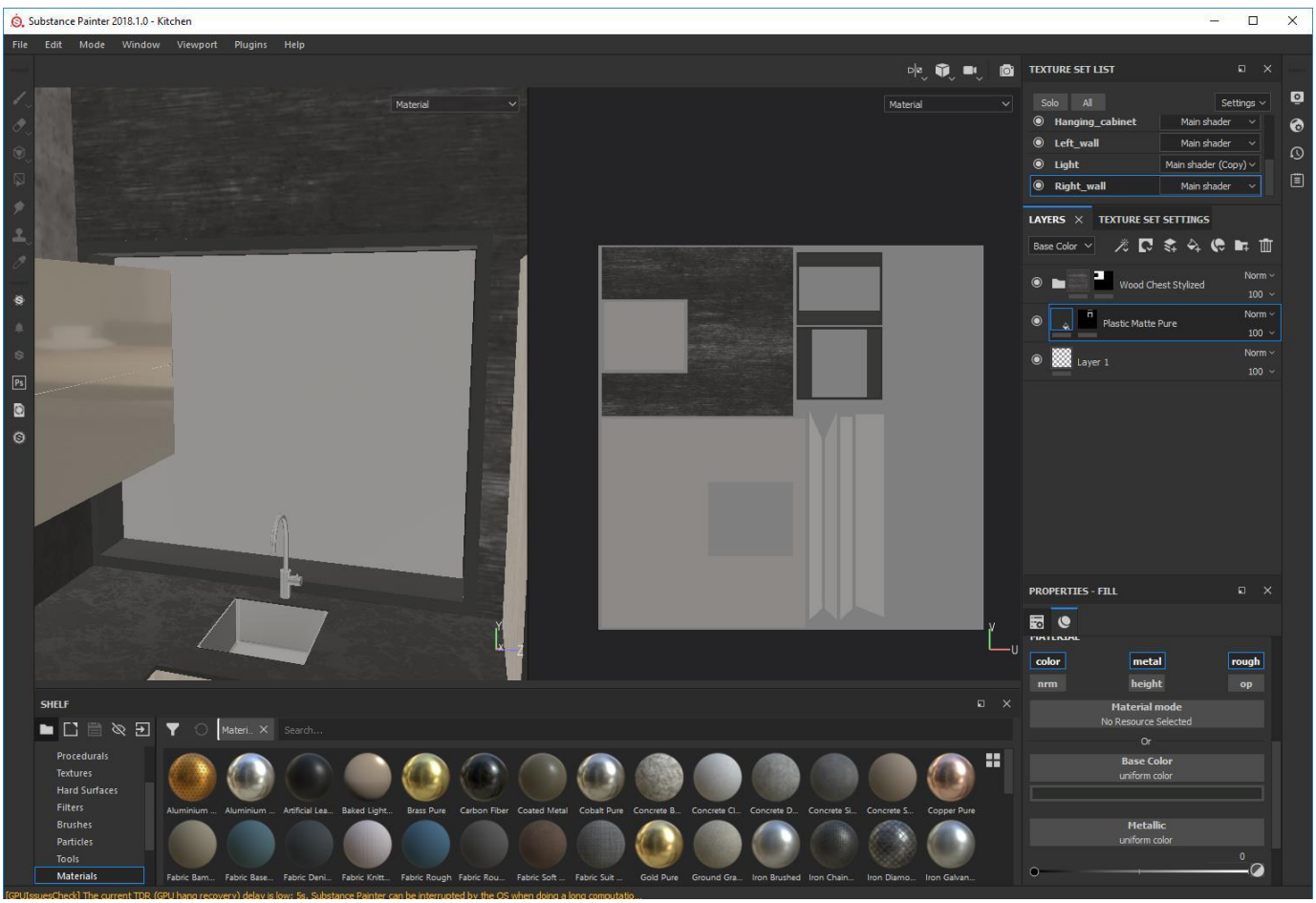
76. Drag Wood Chest Stylized smart material into layers



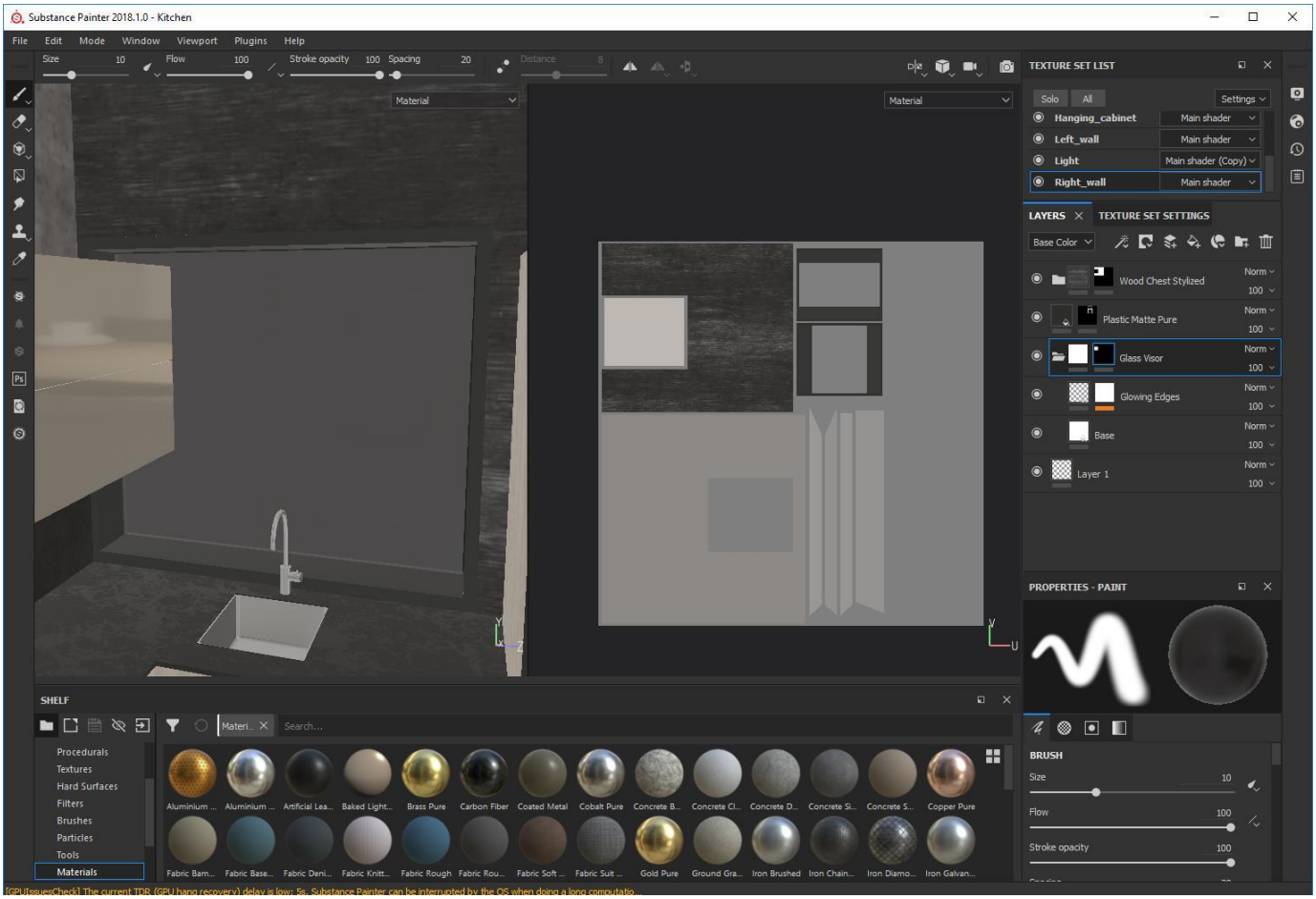
77. Now we zoom at window



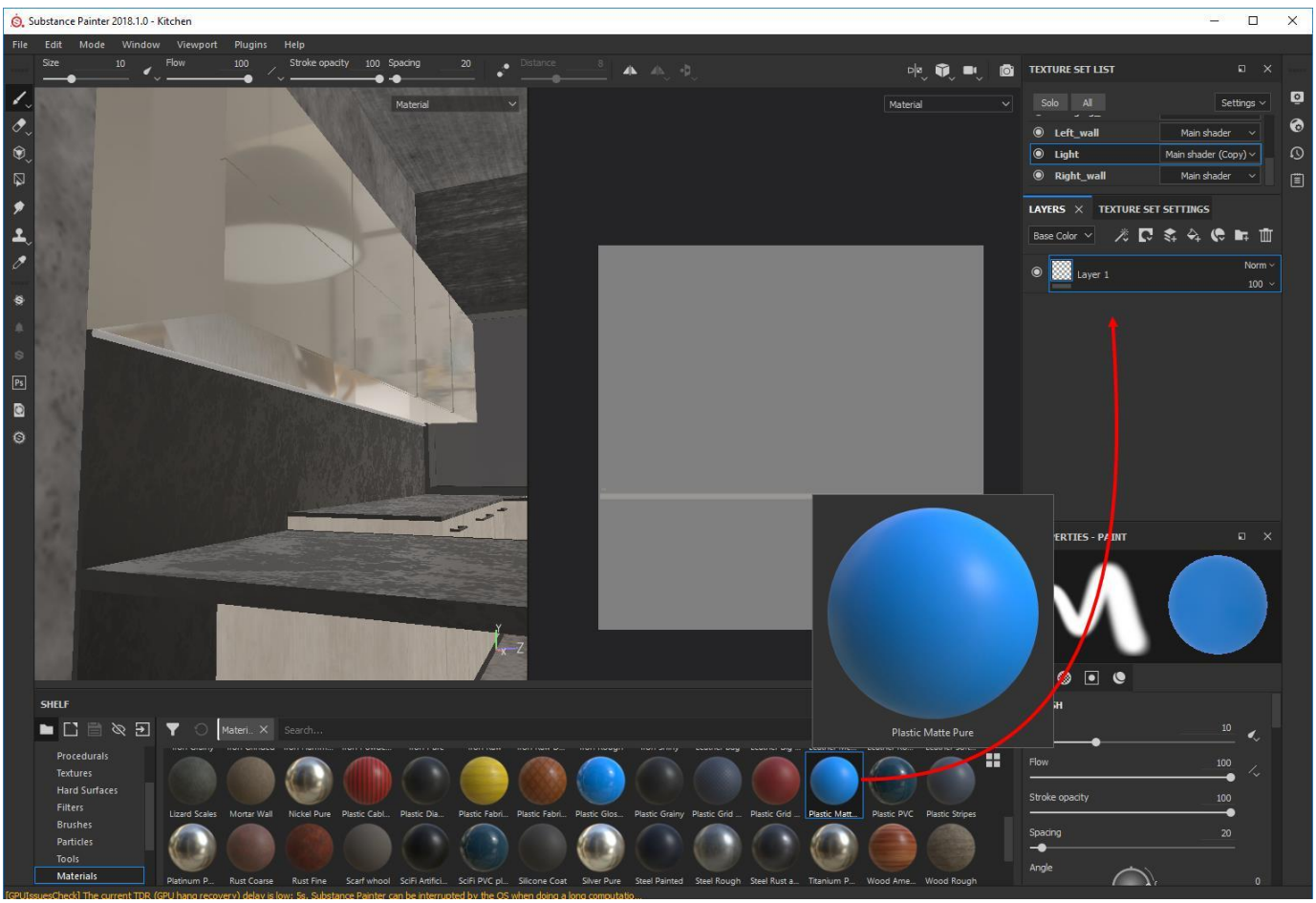
78. Drag Plastic Matte Pure into Layers and adjust base color



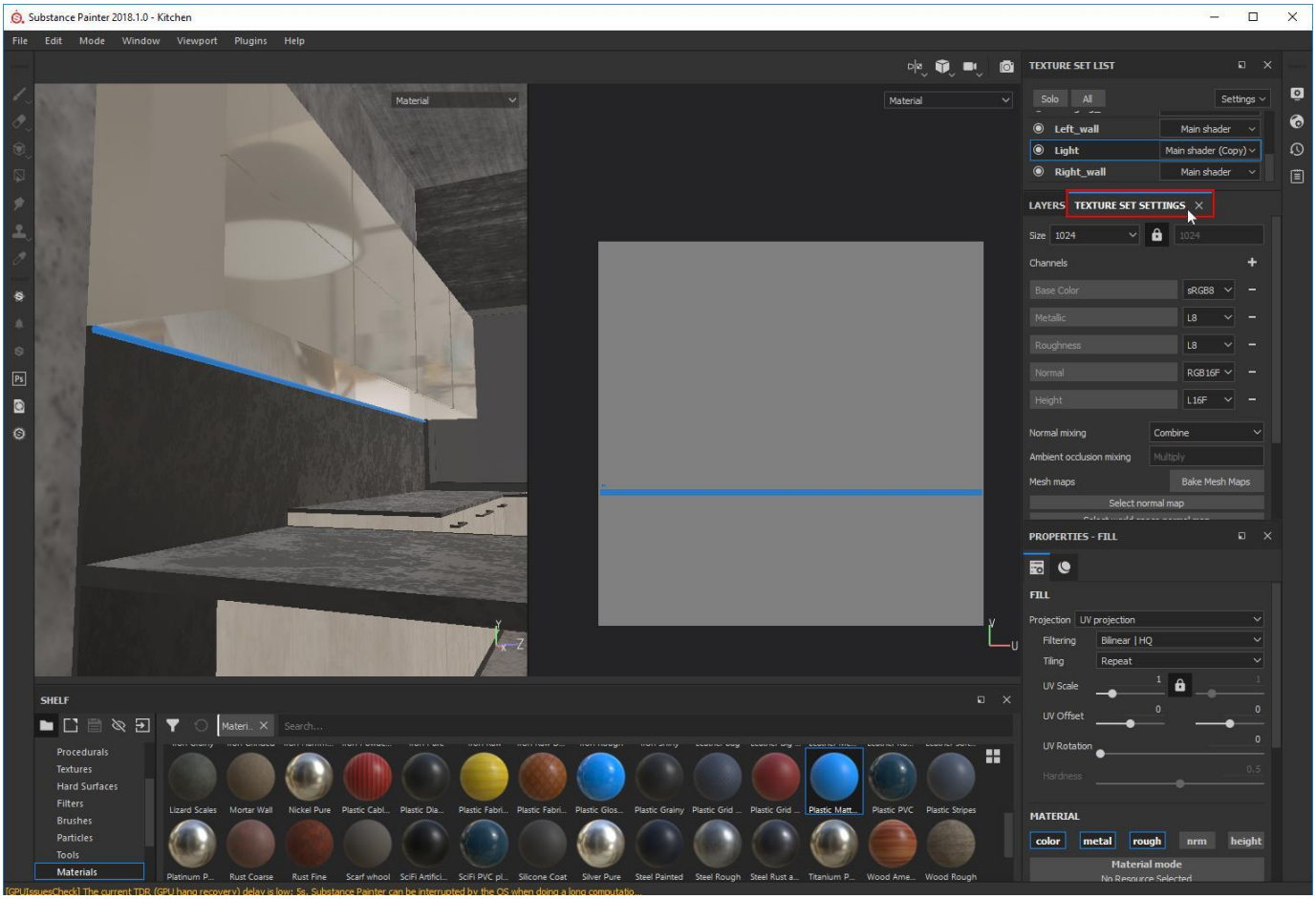
79. Add Glass material into windows



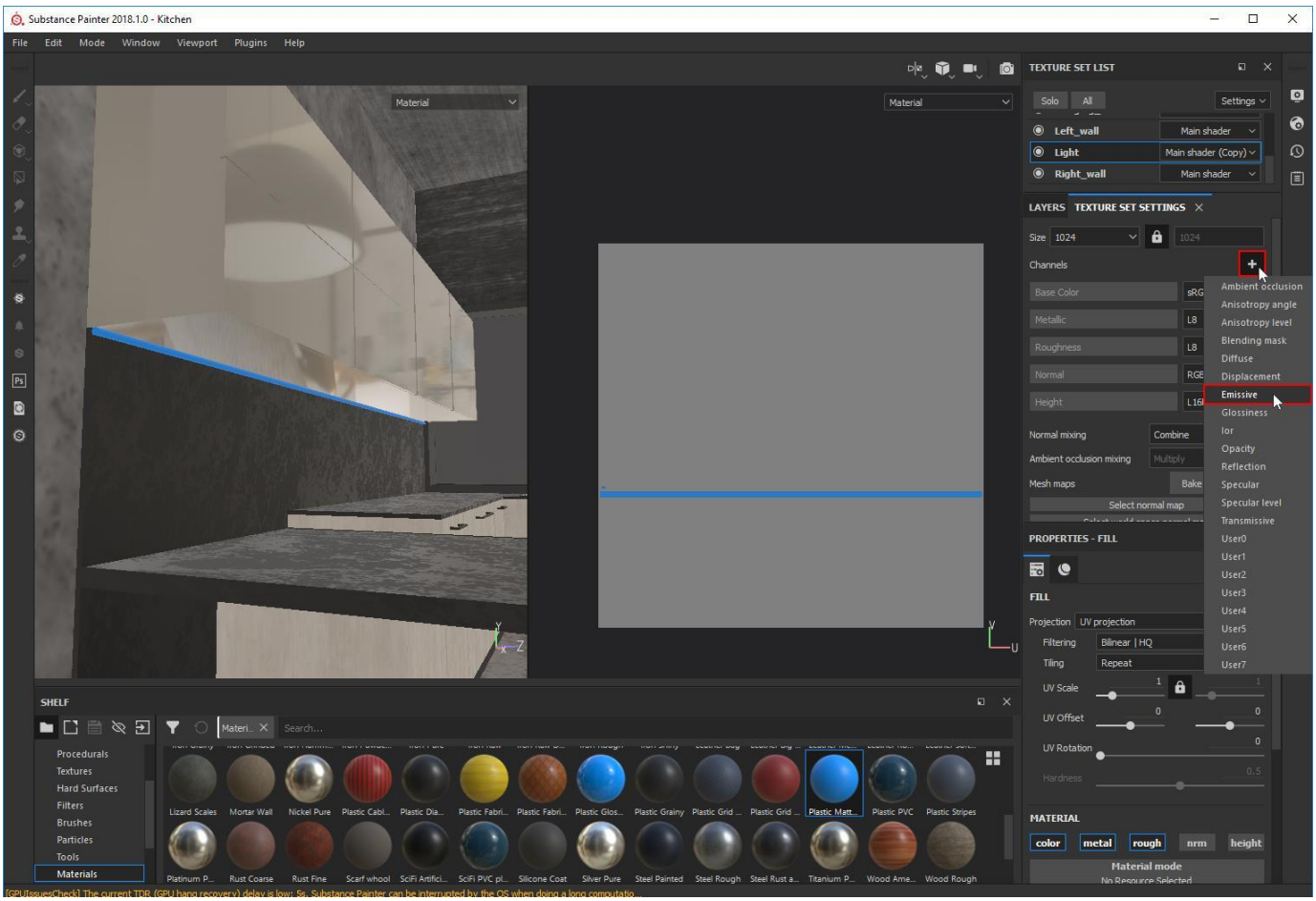
80. Click Material ID: Light and drag Plastic Matte Pure into Layers



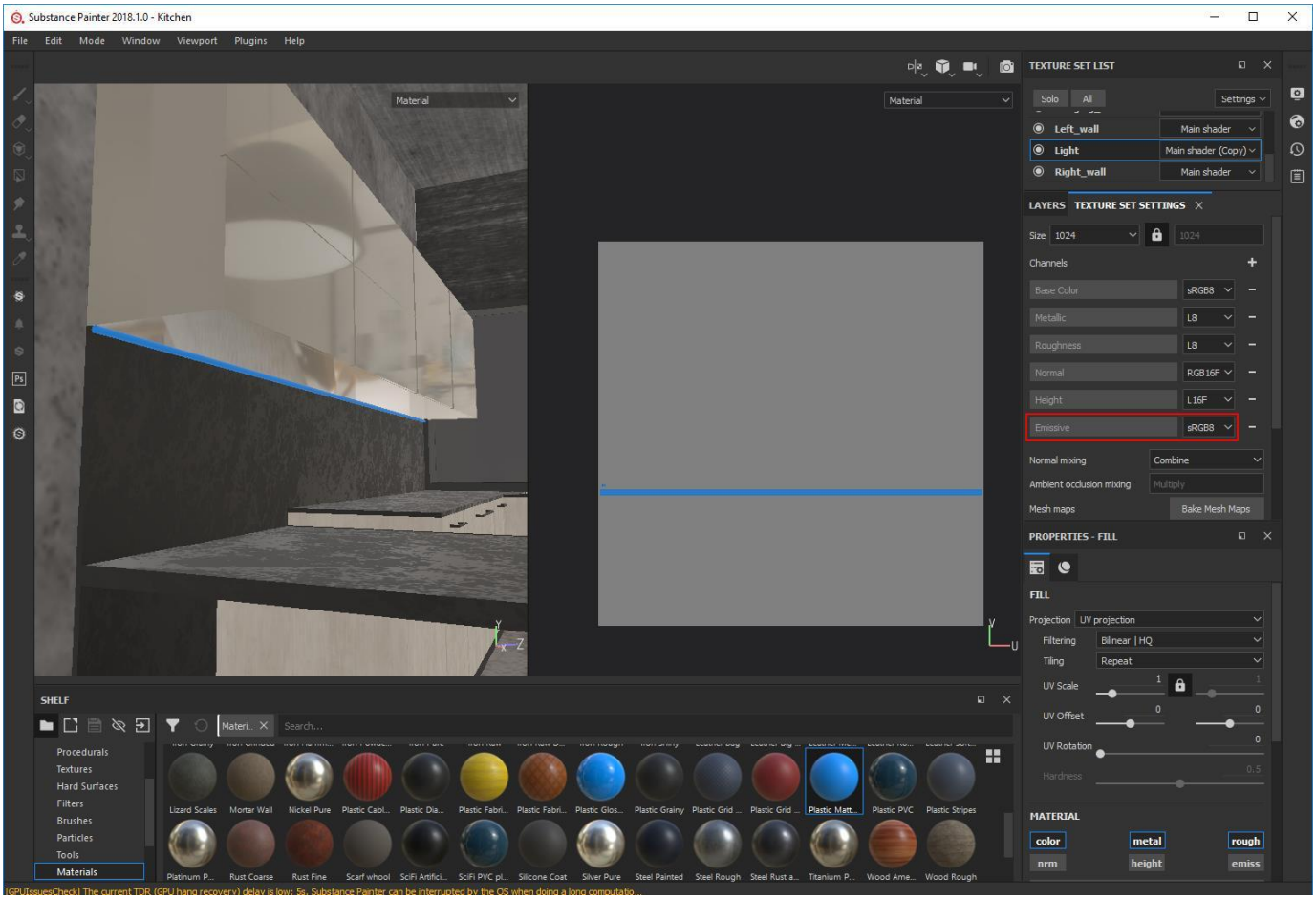
81. Click "Texture Set Settings"



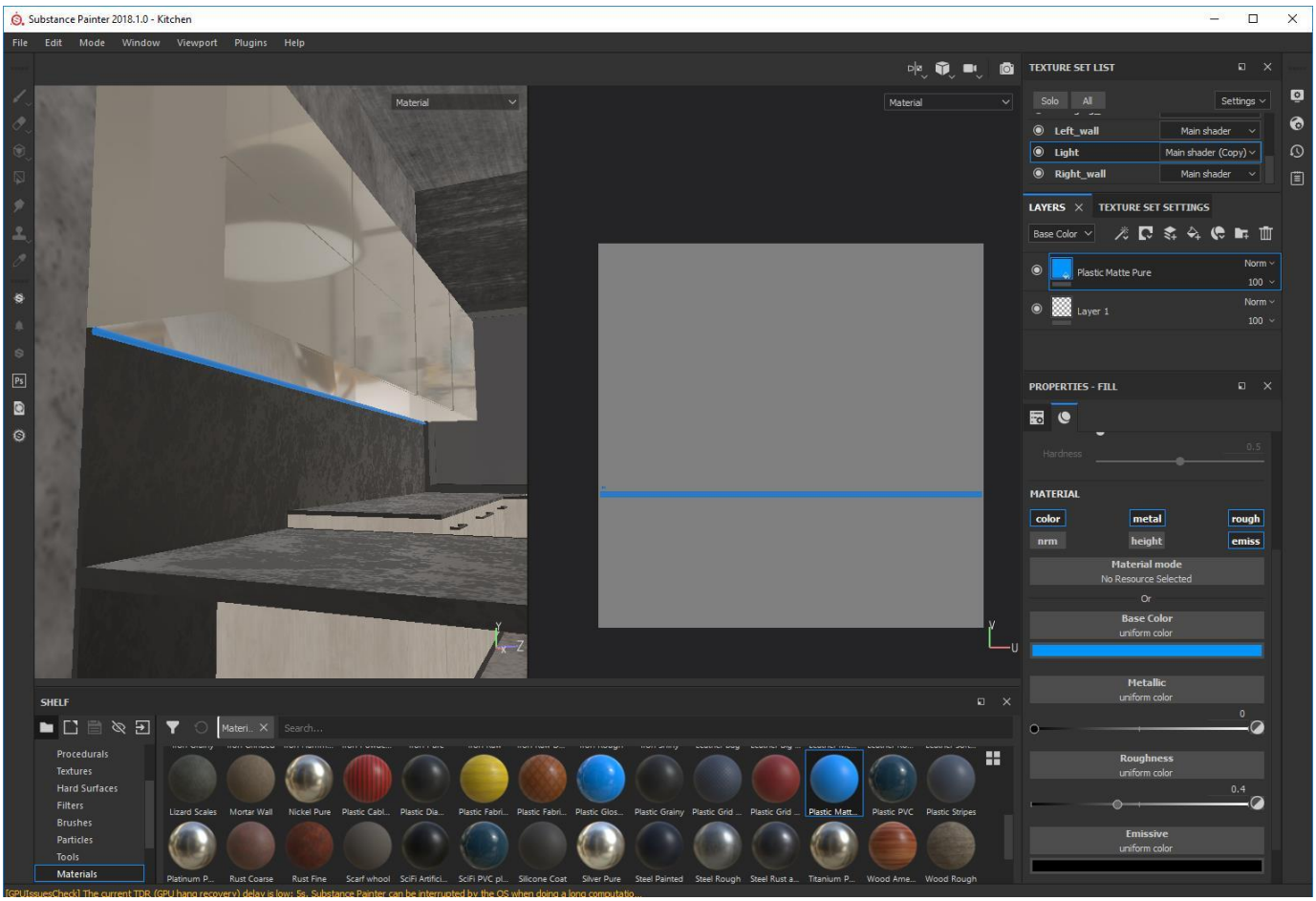
82. Add Emissive



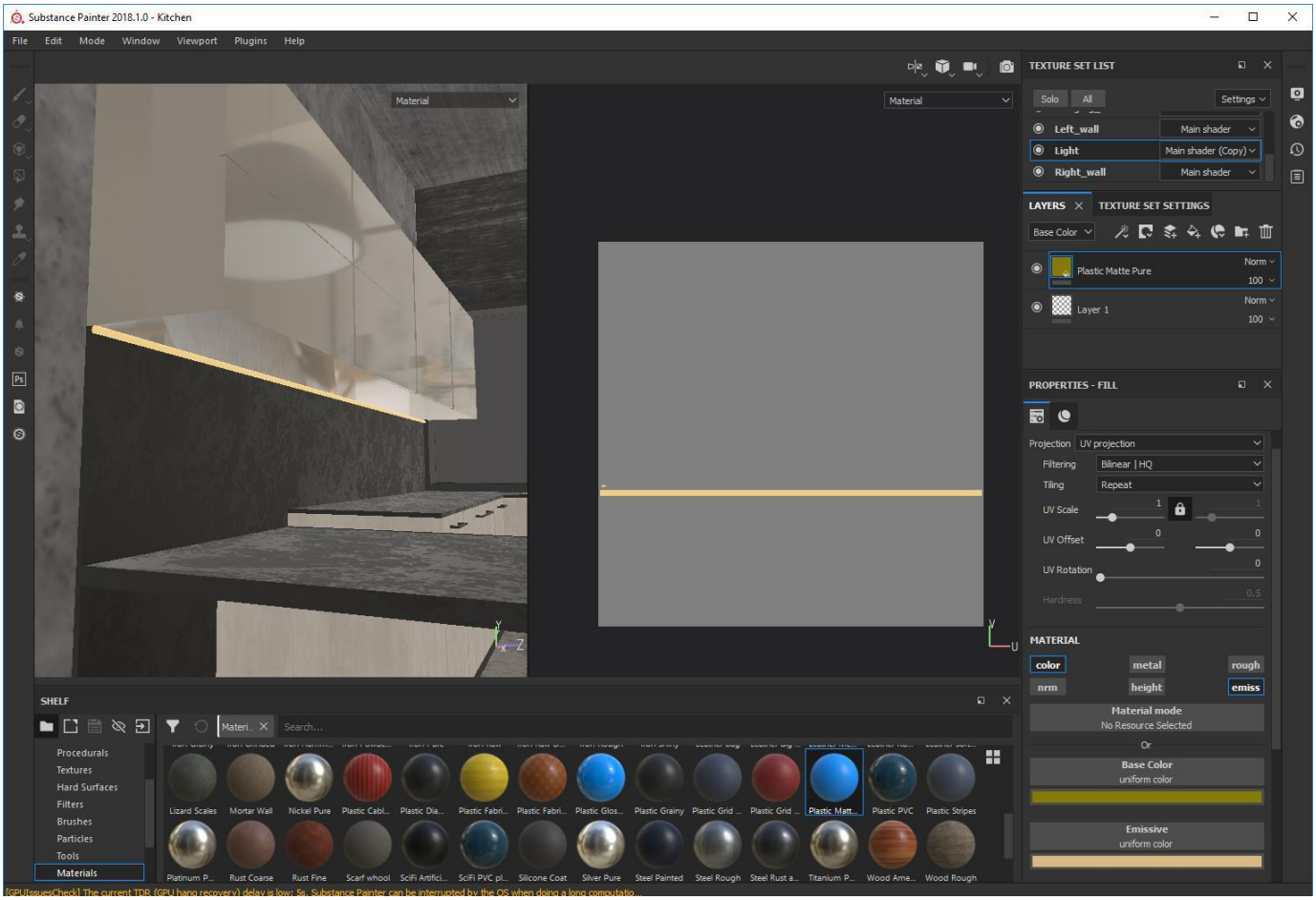
83. After add Emissive



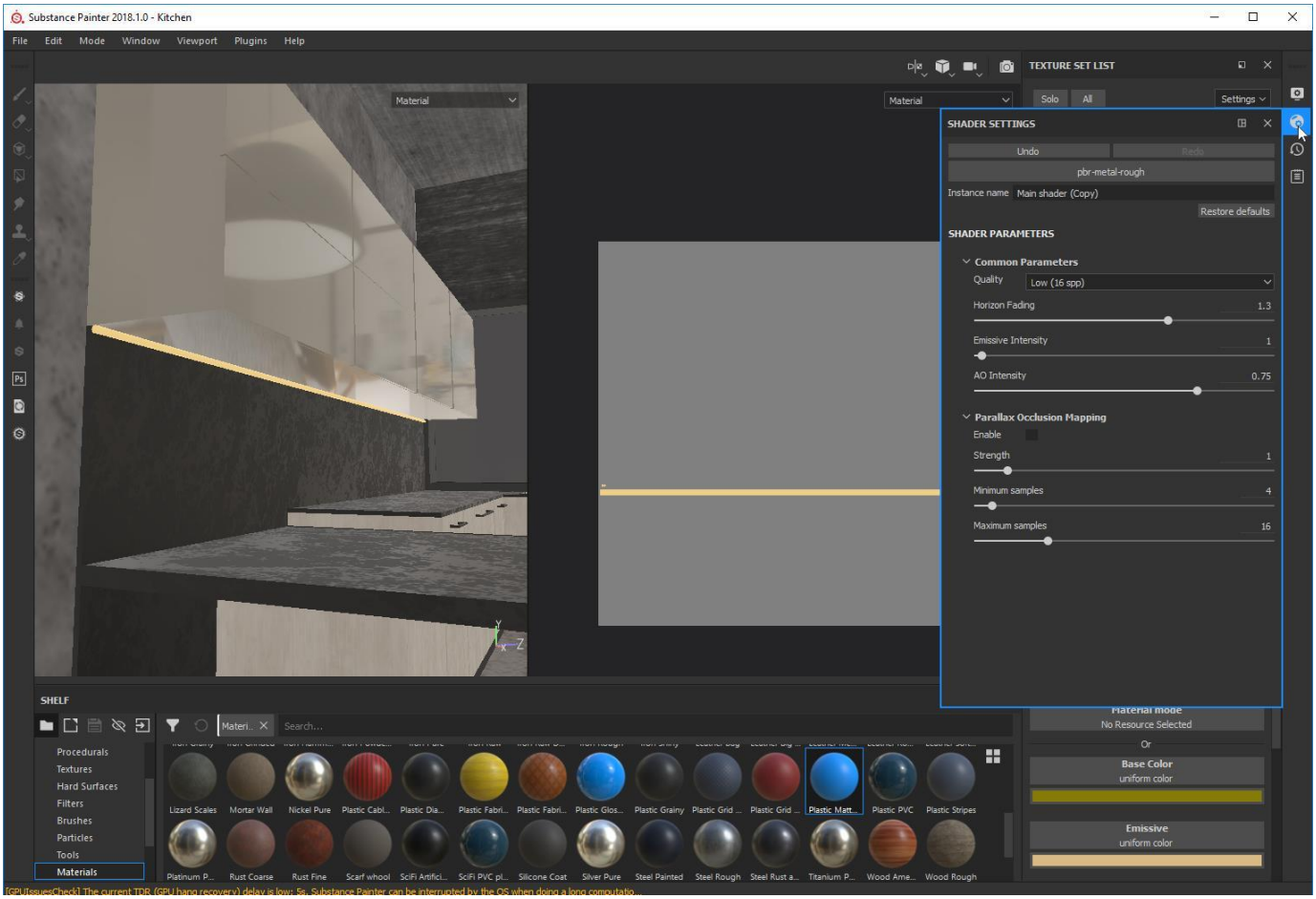
84. Click Layers and select "Plastic Matte Pure" Layer



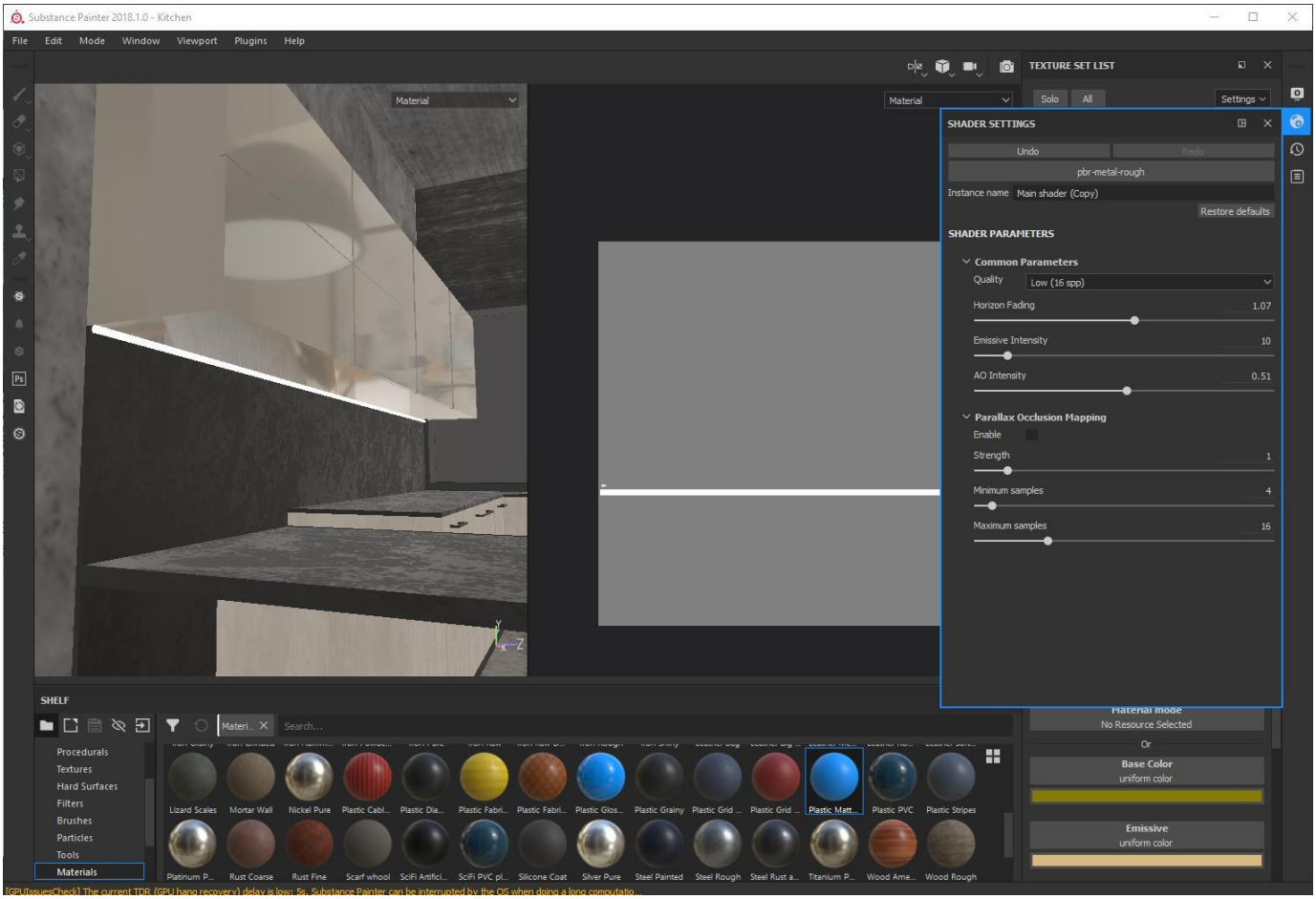
85. Enable color, emiss, and disable metal and rough
And also adjust Base color and Emissive color



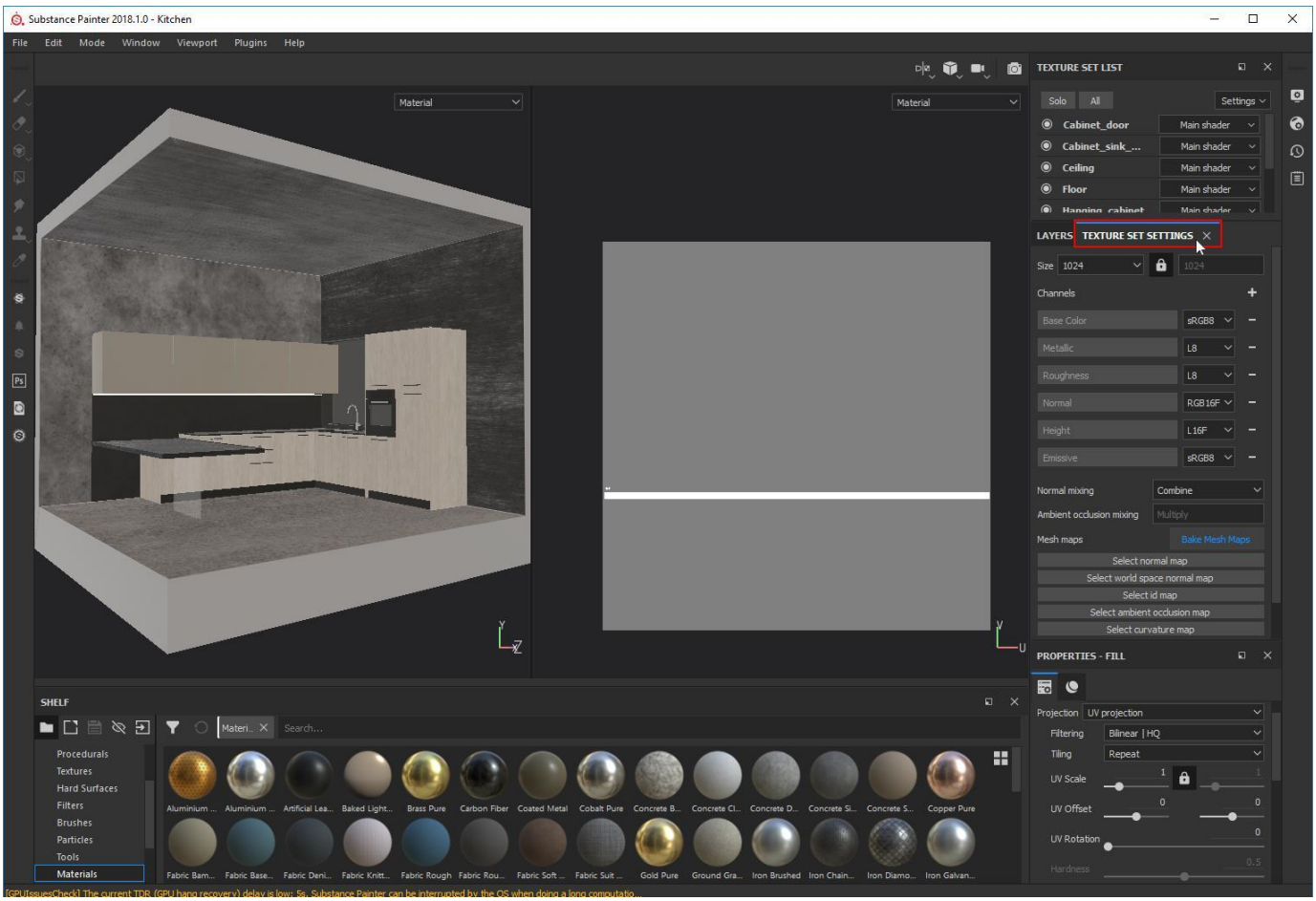
86. Click Shader Settings



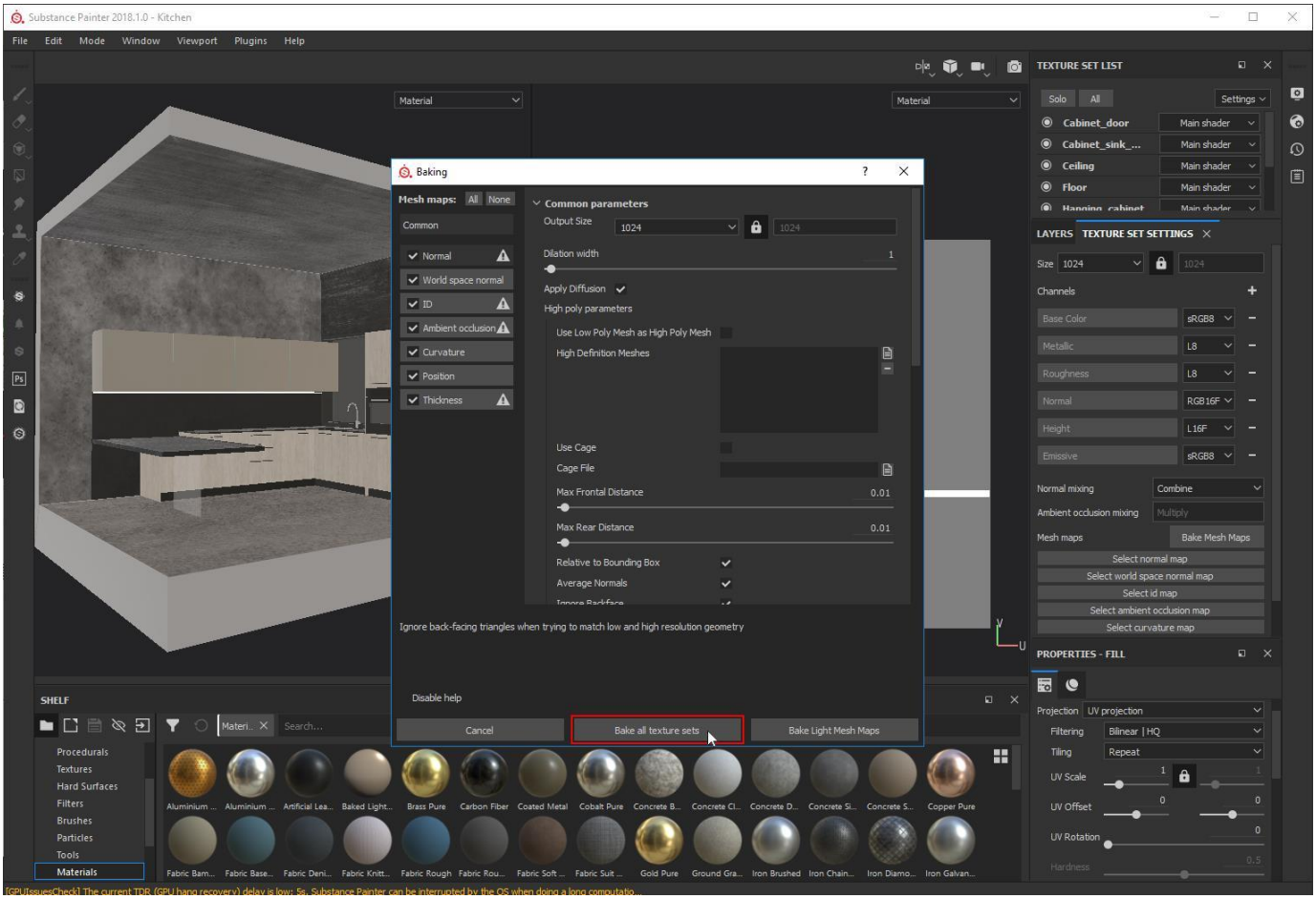
87. Adjust Horizon Fading to 1.07, Emissive Intensity to 10 and AO Intensity to 0.51



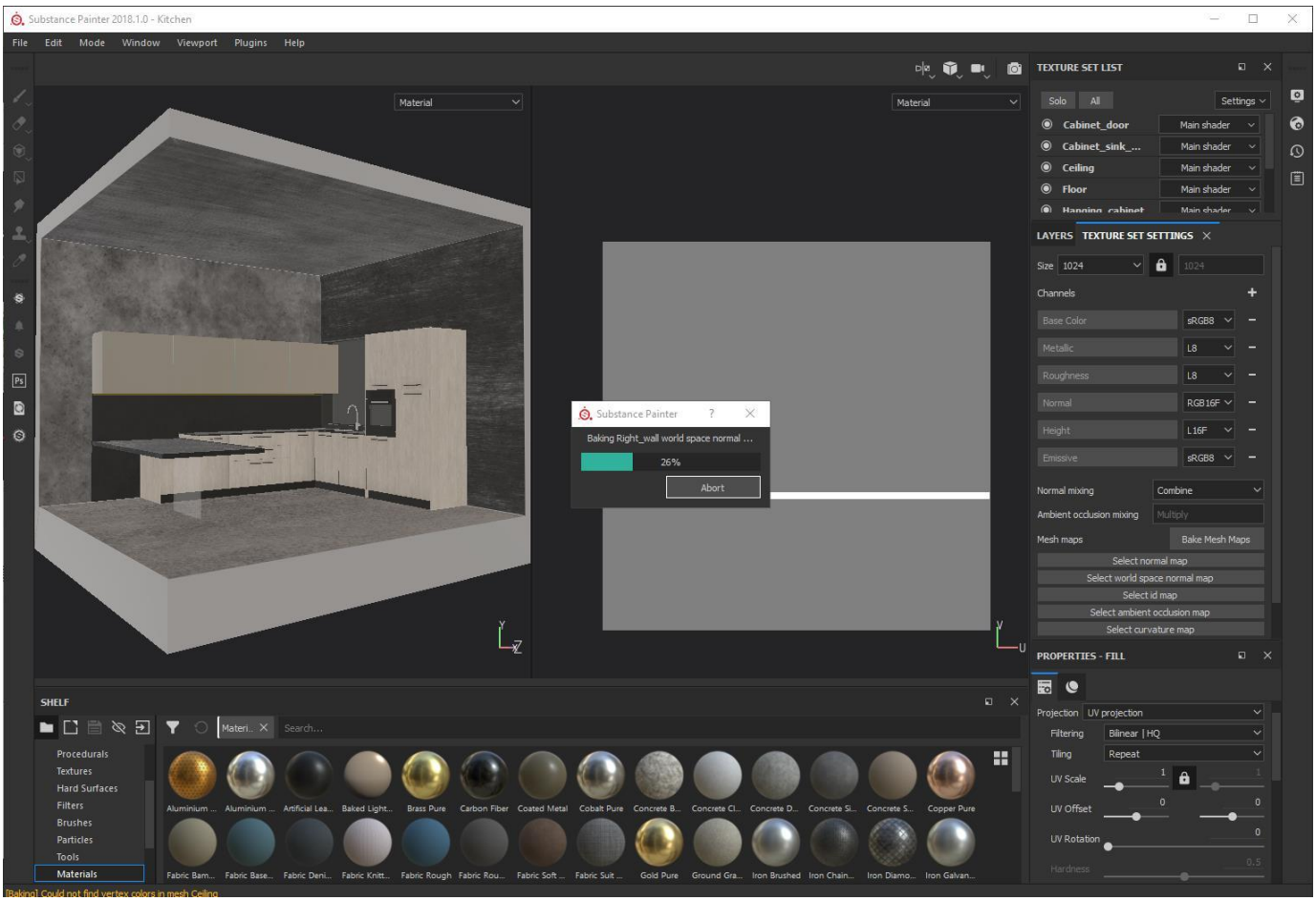
88. Click on Texture Set Settings, and click Bake Mesh Maps



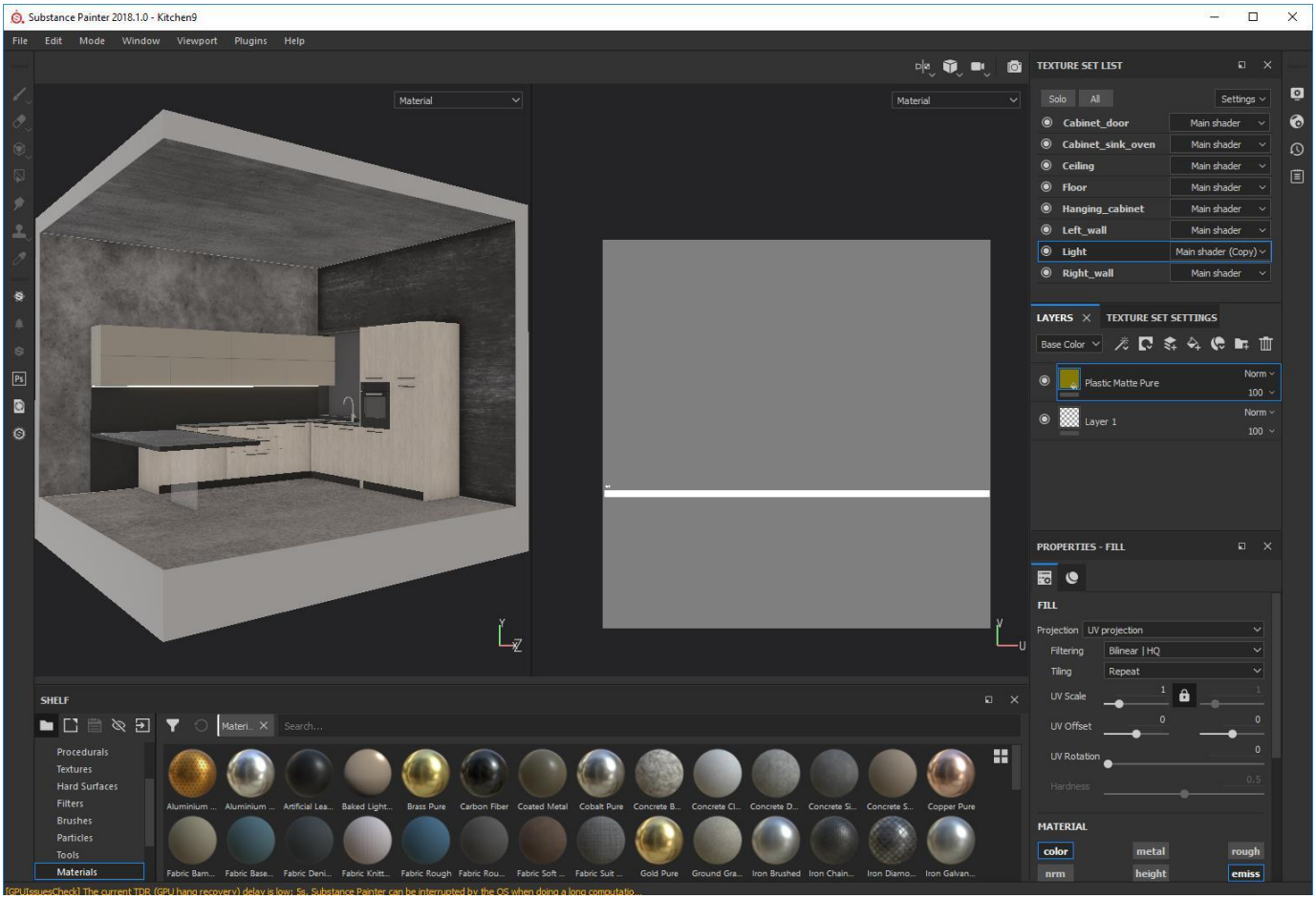
89. Click on Bake all texture sets



90. Baking…



91. Done



92. Substance Painter project with reference picture